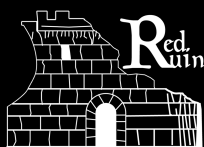


Lair of the Vampire

Paul Partington



Lair of the Vampire

A Solo Adventure for the Dragon Warriors RPG

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Drakenheim Mountains

Palanjen Woods

Inistrare

Cortry River

Felhous Peaks

INTRODUCTION

Welcome to Hudristania! Here you have an adventure designed for solo play. To play through this adventure, you will need a set of polyhedral dice (or a dice rolling simulator), a pencil and eraser. You will also need a copy of the Dragon Warriors rulebook (abbreviated to DW hereafter) and a Character Sheet to record your attributes and equipment.

The rules are the same as for a normal game of Dragon Warriors, except that you will have to roll dice for attacks by your opponents instead of your GM rolling.

You will need to be familiar with the rules for combat (DW pages 66–72). The rules for surprise and moving into combat are already considered in the text, so you don't need to worry about this. It will also be helpful to familiarise yourself with the rules for taking characteristic checks (DW page 64).

You may also be asked to take a PERCEPTION check. To do this, roll 1d20; you succeed if you roll equal to or less than your PERCEPTION score.

This adventure is designed for a seventh Rank character, although obviously a higher or lower Rank character can take part (although they may find it a bit easy or hard respectively). Any Profession may take part in this adventure. You can use a character from previous adventures, or create a new character at seventh Rank. A character generator app can be found at:

<https://www.cobwebbedforest.co.uk/Apps/CharGen.php>

When you are ready to begin, start reading at paragraph 1.

I.

Your travels have brought you to the land of Hudristania. You have heard that there is treasure hidden in caverns beneath the mountains of this country, ready for the taking by adventurers who are willing to brave the guardians of the underworld. However, as you head west, you see little evidence of this. Under a perpetually cloudy sky, you see a few peasants who are bedraggled and unhappy. If there is wealth in the land, no-one is spending it.

At last you come to a small village. It is a dreary looking place, with crude looking huts and fearful looking inhabitants. Dusk settles over the hamlet, wreathing the buildings in low mist, so you decide to spend the night at the village inn. As you enter, a hush falls over the villagers gathered within as they turn and stare at you. You ignore them and approach the bar to inquire after a room for the night and some food. The barman looks at you strangely, but after you hand over a few copper coins, the villagers go back to their conversations and the barman hands you a cup of frothing ale.

You are beginning to relax over a plate of rabbit stew when the door of the inn bangs open. Once more the villagers turn to stare as a boy stumbles into the room.

‘Come quick!’ he says. ‘There’s something happening at the graveyard!’

The patrons of the inn rise as one, startled by the entrance of the boy and his pronouncement. They seem very on edge for what could well be a practical joke.

‘Is there another disappearance?’ asks one of the farmers. *Another* disappearance? What does he mean? ‘No,’ answers the boy, ‘but there were definitely sounds coming from underground. Somebody should probably go and look.’

There are mutterings and much shuffling of feet. None of the villagers, it seems, want to go and investigate.

If you want to volunteer yourself for the task, [turn to 339](#).

If you would rather retire to bed, [turn to 209](#).

2.

No sooner have the wolves been defeated than you hear a bellow from behind you! Charging towards you is a terrifying sight; a huge burly man with a blue painted face, clad in animal furs and with bones in his long hair and beard, his sharpened teeth barred in a growl. He has already worked himself into a frenzy and wields a huge axe which he attacks you with:

Berserker (4th Rank) Attack 19, Battleaxe ($d8+1$, 7) AF 2 Defence 6
Movement 10m (20m) Magical Defence 6 Evasion 5 Health Points 16 Stealth
13 Reflexes 12 Perception 5 (normal)

If you win, [turn to 402](#).

3.

Radovan's staff falls from his hands and lands on the floor with a deafening crash. Looking closely, you can see runic engravings along its length, although you don't recognise them. You examine the parchments on the desk, but they are merely letters to merchants. The box by the bed holds only spare clothes.

If you want to pick up the staff, [turn to 247](#).

If you want to return to the hallway, [turn to 443](#).



The man falls to the ground unconscious and bleeding. The woman you presume to be his partner rushes over to see to his wounds and glares at you malevolently.

The woman has tried to curse you with her gaze. This has a MAGICAL ATTACK of 18 and if successful, affects you as per *Curse* spell (DW page 82), i.e. you must adjust all your dice rolls in the next combat by two so they are less favourable.

The leader steps forward and although you expect more violence, he says solemnly 'You have won, and therefore we must grant you the right to continue onwards. Now collect your things and go.'

You hurriedly collect your possessions and enter the castle. [Turn to 133.](#)

There is no sign of Lady Katerina apart from a faint scent. If you are in need of refreshment, you can have a glass of wine that will restore one Health Point, and then it is time to move on.

If you haven't done so already, you can go through the door in the east wall; [turn to 252.](#)

If you want to return to the hallway, [turn to 317.](#)

If you want to climb the stairs, [turn to 153.](#)



6.

The handle turns slowly but the door opens, although with an enraged squeal from the rusty hinges. Pushing through, you find yourself in a small square room with no other exits, although a blocked off stone archway in the far wall suggests there might once have been another way in here. In the middle of the room is a chest, its lid wide open to reveal the riches within. You seem to have found Dragomir's treasure!

You check the archway first, in case there are any traps, but find that it is completely sealed up. Removing one of the stone blocks, you find packed earth behind it. Recalling a similar archway in the dungeons under the Solomonar's tower, maybe this was a magical gate of some kind that allowed Dragomir to come and go as he pleased? Regardless, there is no threat here so you turn your attention to the chest.

In the chest you find a Potion of Night Vision, a Vial of Smoke, two metal tubes containing scrolls of Reanimate the Dead and Banish, a **sapphire** and a **ruby**, each worth 70F, and 38 florins and 14 gold crowns in coins.

Taking the treasure, you return to the bottom of the pit and begin the climb up. [Turn to 108.](#)

7.

With the creature defeated, you take a look around the vault. There are archways in the west and east walls; the one to the east is blocked by a portcullis. Another of the ghouls is behind the portcullis, trying to lift it. It makes a guttural sound as it strains with the effort and looks at you with glowing red eyes. There is no apparent way to open the portcullis, so you head west.

The archway leads to a corridor, which terminates after a few metres at a T-junction.

If you want to head south, [turn to 25.](#)

If you want to head north, [turn to 154.](#)

8.

The lid of the chest opens easily and fortunately is not trapped! Inside you find various personal effects - bone bracelets, carved flint and bird's feathers - all of which are worthless. However, under all of this you find an **ornate dagger** which has a small ruby embedded in its hilt. The dagger is worth 20F. You can take this if you want and then decide where to go next.

If you want to try the tunnel to the north (if you haven't already done so), [turn to 428](#).

Otherwise, you continue west along the main passage; [turn to 399](#).



9.

You push open the door to the apothecary and a small bell attached to the frame jingles. You are greeted by a variety of smells from the herbs kept in the shop, some of which are dried and in neat rows of jars on shelves and others in bundles of fresh plants on the counter. Behind the counter is a kindly looking old man wearing an apron.

If this is your first visit to the shop, [turn to 161](#).

If you have already been in the shop, [turn to 182](#).



IO.

You bid everyone goodnight and Valentin summons the guest master to show you to your room, which turns out to be basic accommodation comprising a hard bed and a chair. However, you are tired and fall asleep quickly.

You are woken in the middle of the night by a crash of lightning. You sit up, startled, to see a dark figure looming over you. Acting as quickly as your sleep fogged mind will allow, you stumble out of bed to see the figure has disappeared; maybe just a shadow, although it is now dark outside. Looking out of the window, you catch sight of a cloaked man running across the cloister from the church. In another flash of lightning, you recognise the man as Andrei, the young monk who looked after you earlier. He looks terrified and clutches something close to his body.

If you want to follow Andrei to see what he is up to, [turn to 274](#).

If you would rather go back to sleep, [turn to 431](#).

II.

In the dark, Marcu does not see you surreptitiously slip the box into your clothing. You spin him a tale about Andrei raving like a lunatic before jumping into the well. The prior looks unconvinced, but with no other witnesses, he has no choice but to accept your story. 'I think you should return to your room while I speak to the abbot,' he says, so you head off.

As you are returning to your room, there is another bolt of lightning, which hits a statue just as you are passing it. Stone shards are thrown from the statue, gashing your cheek. Deduct one Health Point and note that you are left with a *stone scar*.

Upon returning to your room, you open the box and are excited to see fingerbones wrapped in velvet cloth. You have acquired the **Fingerbones of Saint Waltar** and this relic allows you to add one to your MAGICAL DEFENCE. After drying yourself off you climb back into bed and you sleep without any further disturbances. Restore one Health Point.

[Turn to 20](#).

12.

You recognise the servant as Alek, whose face breaks out into a smile when he also recognises you. A key is turned and the door opens. 'Come in, my friend, come in! Kolyan will want to see you!'

Alek leads you down a hallway into a sitting room and asks you to wait while he fetches the headman. You sit in one of the chairs and a few moments later Alek reappears with a plump middle aged man. Although his face is one of constant worry, he smiles when you are introduced.

'Ah, the hero who fought the monsters under the graveyard! My thanks my friend! I am afraid I have very little to reward you, but my dear wife grows these marvellous berries which are a superb restorative. Here, try one!'

Kolyan produces a small pouch, which he hands to you. Inside are a number of small purple berries and you pop one into your mouth. It has a taste of pine, and you feel the benefit immediately. Restore one Health Point.

You tell Kolyan that you are now on a mission to rescue Irina. 'Oh, the poor girl,' he says. 'And you are willing to risk life and sanity to find her? God bless you then. And please, take the rest of the berries, which may aid you in some small way.'

Note the **berries** on your adventure sheet. The pouch counts as one item for Encumbrance and there are six berries remaining, each restoring one Health Point.

You bid farewell to Kolyana and Alek shows you to the door, wishing you luck on your adventure. It is time to look elsewhere.

[Turn to 81.](#)



13.

With the zombies dispatched, you search the kitchen and amongst the jars on the shelves you find several sprigs of **parsley**. While these do not have any immediate benefit, they may prove useful later. You also find enough fresh food for two sets of rations. The zombies also proved to be adequate cooks; the carrot soup they were preparing is pleasant enough and restores one Health Point.

With your search complete, you return to the hallway. [Turn to 222.](#)

14.

The massive creature drops to the ground, causing the floor to shake. You wonder what it was doing here, as it was unarmed and despite its large size you see it looks malnourished.

Turning your attention to the cave, you see that there are three other exits apart from the doorway, one in each wall of the cavern. All are wide tunnels leading further underground. Decide where you want to go next:

To try the tunnel to the west, [turn to 142.](#)

To try the tunnel to the east, [turn to 197.](#)

To try the tunnel to the south, [turn to 446.](#)

If you would rather leave the cave and return to Inistrare, [turn to 246.](#)



15.

You walk a wide arc around the scarecrow, and you could swear that its head tracks around to follow your movements. It doesn't make any other move, so perhaps it is just your imagination.

Continuing south, you are rewarded with the sight of a ruined building up ahead. It might once have been a magnificent structure, but all that is left now are stone walls, most no than a metre in height, several archways and the bases of columns. Only one part remains intact; a square entrance hallway, with stone steps leading underground.

[Turn to 68.](#)

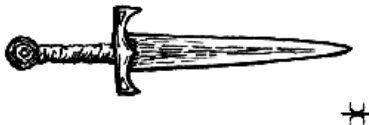
16.

'You have done well to penetrate this far into the castle,' continues Miroslav. 'Lady Katerina will be pleased! The two of you will be reunited very shortly, and I wish you good luck.'

Miroslav stands and indicates for you to continue onwards through the door to the east. It seems your interview is over.

If you want to attack Miroslav, [turn to 210](#).

If you want to leave by the door, [turn to 362](#).



17.

As you look at the mirror, your reflection stares back at you. Something is slightly off though; the proportions are not quite right. You feel uneasy and try to look away only to find you cannot avert your gaze!

You are being subject to a MAGICAL ATTACK of 20. If this attack succeeds, your limbs shake uncontrollably and you feel weak; you must deduct two from your ATTACK and (if applicable) MAGICAL ATTACK scores, and one from your DEFENCE and MAGICAL DEFENCE scores for the next combat. If the attack fails, you suffer no ill effects.

Eventually you force yourself to look away.

If you haven't already done so and want to look in the cupboard, [turn to 310](#).

If you haven't already done so and want to examine the items on the table, [turn to 430](#).

If you would rather return to the hallway, [turn to 317](#).

18.

'Why should I free you?' you ask, 'and why can't you just leave?'

'I was Dragomir's servant, a gift to him from another sorcerer. Alas, my master forgot to destroy the artefact which binds me here when he died. The artefact, a red crystal, is upstairs along with the key to the dungeons. I have not been able to defeat the guardian. Now, do you want to help me or not?'

If what it says is true, its help might be useful in defeating the construct that guards the key - if you can trust the creature, that is.

If you want to help the creature, [turn to 437](#).

If you would rather just attack the creature, [turn to 118](#).

'Excellent! Let me fetch that silver dagger and then you can be on your way.' Van Achten leaves to collect the weapon while you check your own equipment. He returns shortly with a long silver blade. Note the **silver dagger** (d6, 3) on your Character Sheet.

'You should leave by the East Gate,' says van Achten, 'and cross the bridge. Then head west along the bank of the river until you come to Paianjen Woods. The werewolf den is in a cave complex in the forest. The Dawnblade will probably be with the werewolf pack leader, so once you find the caves I would head straight through them until you find him. Good luck!'

You leave the townhouse and follow the directions given. Walking along the north bank of the Cortry River you see the brooding peaks of the Drakenheim Mountains to the north. Somewhere in those craggy heights is Castle Drakenheim. You wonder if Lady Katerina is watching you from above and the thought sends a shudder down your spine.

Ahead you see the dense conifers of the Paianjen Woods. You see a track leading into the forest and head along it, through the ancient trees that tower above you. The track is not overgrown at all and must be well used and you wonder if the werewolves use this path.

Presently you come to a fork in the track. You crouch down to see if there are any clues as to which way to go.

Make an Intelligence check with a Difficulty Factor of 11

If you have the Tracking special ability, you automatically pass this test.

If you succeed, [turn to 291](#).

If you fail, [turn to 327](#).



20.

In the morning you go to see Valentin. He is not at all happy after hearing Marcu's tale of the activities during the night and the death of Andrei. 'I think it is time you left us,' he says stonily. With nothing more to be gained here, you leave the abbey and make your way back to town. On your return to van Achten's house, you tell him some of what has happened. 'But this is terrible!' he says. 'Poor Andrei!'

It is still early morning, so you itch to get on with your mission.

If you read about or have been told about the temple of Hadur and want to ask van Achten about this, [turn to 251](#).

If you want to restock your supplies in the town, [turn to 223](#).

If you want to learn more about the items and information van Achten has told you about, [turn to 178](#).

If you think you are fully prepared and want to head to Castle Drakenheim now, [turn to 218](#).

21.

The fog surrounds you and you can't see anything. The roaring of the beast is getting closer! You will have to act quickly, otherwise you will be caught here.

If you want to charge through the fog, [turn to 403](#).

If you want to head back down the tunnel, [turn to 439](#).



22.

Although your ultimate quest is a noble one, your actions so far leave something to be desired. Hadur was the god of war, and although innocent people might die in war, this was never his intention. Actively allowing an innocent to die is anathema to the god, and the spirit that dwells here recognises the flaw in your character and responds appropriately. As you drink from the well, your head swims and you begin to lose consciousness.

The vestige of the pagan war god has rewarded you in a suitable fashion; you must seek out battle wherever it presents itself, and either die in glorious combat or emerge bloody and victorious.

From now on, you *must* always choose to fight in an encounter if that is an option. Furthermore, you may *not* choose the option to retreat from combats.

Now [turn to 235](#).

23.

As you open the door, you interrupt two brightly dressed men who were in the middle of searching the room and complaining bitterly about the lack of treasure. There are shelves of various coloured glass bottles along the walls and smashed glass on the floor. One of the men holds a glass bottle in his hand and is shaking it vigorously; as you enter the room, he throws it to the floor in apparent disgust. Having found no magic potions amongst the bottles, the two men turn on you to vent their anger:

Treasure Hunters (2) (3rd Rank) Attack 16, Sword (d8, 4) AF 2 Defence 8 Movement 10m (20m) Magical Defence 5 Evasion 5 Health Points 15 each Stealth 13 Reflexes 11 Perception 5 (normal)

If you win, [turn to 111](#).

24.

'Nice try, my lady,' you say as Katerina snarls, realising that her hypnotic power has failed her. She soon recovers and manages a smile.

'I apologise,' she says. 'That was rude of me. Of course I shouldn't force you to be with me, but then why should I? The fates demand it. Look, I will even let the girl go as a sign of my good faith if you will only accept that we are meant to be together.'

Katerina lets go of Irina's hand and ushers her away. The little girl isn't sure what to do, but edges away from the Lady. Katerina holds out her hand for you. 'Join me then, my love,' she breathes, 'and we can make each other so happy.'

If you want to accept that you are meant to be Katerina's lover and join her as is your destiny, [turn to 45](#).

If you would rather attack her, [turn to 242](#).

25.

The corridor ends at another vault, again containing another sarcophagus. This one is intact and the lid bears an engraving of a noble female. The walls have been painted to show a woodland scene, although the paint is faded. Checking around the sides of the sarcophagus, you find no ghouls lurking here.

You decide to try the corridor to the north; [turn to 154](#).

26.

Miroslav shrugs. 'It is up to you of course. I will bid you farewell now and wish you good luck.' With that, he returns to his room and his weapons practice.

Apart from the secret tunnel, there are two conventional exits from the room. A flight of stone steps leads down to the east and there is a door in the north wall.

If you want to go down the steps, [turn to 328](#).

If you want to go through the door, [turn to 168](#).

27.

The room beyond the doorway has shelves lining the walls, all of which are covered in a film of dust. Here and there you find scraps of parchment, but the writing on them is too faint to make anything out. You search the room but find nothing else in here.

However, if you succeed on a PERCEPTION check, [turn to 413](#).

If you want to examine the statue in the previous room, having not already done so, [turn to 263](#).

If you would rather head back east and take the northern passageway, [turn to 50](#).

28.

At the mention of the Lady, Valentin looks alarmed and crosses himself. 'Don't talk about that fiend in these walls!' he hisses. You had better change the subject. If you haven't already, you can talk to the abbot about:

Saint Waltar; [turn to 290](#).

The work of the abbey; [turn to 87](#).

Otherwise, you can bid the abbot goodnight; [turn to 429](#).

29.

The depression, you notice, is exactly the same dimensions as the talisman you recovered from beneath the dead wizard's tower. Maybe the talisman unlocks something when placed in the hole?

If you want to place the Ataraxia Talisman into the depression, [turn to 63](#).

If you would prefer to exit the room by the door, [turn to 405](#).

30.

The three witches have been defeated! Lazlo is jubilant. 'We did it!' he says cheerfully, shaking you by the hand. After dancing a little jig, he says he must be getting back to his family, so you bid each other farewell.

You pause for a few minutes to recover your breath after the terrible battle. Eventually you are ready to continue. You look into the cave where the hags lived and hear movement from within; maybe there is somebody else in there?

If you want to explore the witch's cave, [turn to 324](#).

If you would rather return to Inistrare, [turn to 246](#).

31.

You discount following the road west and then heading south, as the track is in such a bad state of repair that following it would save no time. This leaves you with two possibilities for heading southwest from the village.

If you want to follow the river south and then head west, [turn to 441](#).

If you want to head directly south west through the fields, [turn to 300](#).

32.

You walk down the aisle between the pillars, expecting a trap at any minute. You are not disappointed when a pair of blades scythes down from the pillars. You dive to the floor, desperately rolling to avoid the blades.

Roll 2d10 and add your EVASION score. If the total is higher than the blade's Speed of 16, you have been hit for (d10, 5) Health Points of damage. There are two blades to try and evade.

If you are still alive, you approach the chair; [turn to 387](#).

33•

As you reach the lectern, you hear a click and the floor disappears to reveal a gaping hole beneath you. You will have to be quick to avoid falling into the pit. Roll 2d10 and add your EVASION. You succeed in avoiding falling if the total is greater than 15.

If you succeed, [turn to 277](#); however, if you fail, [turn to 100](#).

34•

The tunnel bends around to the west before reaching another T-junction. To the north, you can hear a noise which sounds like someone breaking up pieces of firewood, but the south branch is silent.

If you want to head north, [turn to 335](#).

If you want to head south, [turn to 230](#).

35•

As you are making your way out of the castle, you hear rustling in the trees and then you see two shapes become visible in the gloom. As they approach, you recognise one of them as Marcu, the prior from the abbey. His appearance has changed somewhat since last you saw him; he is wild-eyed and his clothes are torn.

"There he is!" he shrieks to the other figure, a tall burly man wielding an axe. "He's got the relic! Take it back from him!" The tall man steps forwards and hefts his axe. As weary as you are, it appears you have another fight on your hands. You push Irina to safety before defending yourself:

***Marcu's henchman (5th Rank)** Attack 20, Battleaxe (d8+1, 7) AF 4 Defence 11 Movement 10m (20m) Magical Defence 6 Evasion 7 Health Points 17 Stealth 15 Reflexes 11 Perception 7 (normal)*

If you win, [turn to 454](#).

36.

The crucifix is anathema to vampires. Soon the Lady will recover, but in that time you have one free Combat Round during which she cannot attack you back.

Now [turn to 242](#) to continue the fight.

37.

Your body refuses to follow any commands you give it; you are rooted in place, unable to move. You are fearful for your life and your sanity as Katerina rises to approach you. She bends over you and you are expecting to feel the prick of sharp teeth on your neck, but she merely kisses you on the cheek.

'We will talk again later, my love,' she says softly, 'when you have come to your senses and had time to reconsider.'

She glides elegantly from the room, shutting the door behind her. Suddenly, you are free to move again and dash over to the door, yanking it open; but she is gone.

[Turn to 374.](#)

38.

The tapestry crumbles as you pull it down, revealing the door behind it. You push this open to reveal another dusty tunnel heading east. The tunnel is short, and you can see ahead that it ends at another door.

If you are in rat form, [turn to 85](#).

If not, [turn to 234](#).



39.

With the foul creatures dead, you have a look at the treasure in the box. You find 12 gold crowns, 78 florins and a jar containing **Amianthus Dust** (DW page 139).

With a final look at the fearsome idol, you head south. [Turn to 230.](#)

40.

You have achieved a great victory over the powerful werewolf, which transforms back into its human form as it dies. After a few minutes of rest, you start to investigate its lair. The most obvious place for treasure is the chest, which is locked. However, the key is in the pile of torn clothes, so it is an easy matter to open it. Inside are more clothes, and underneath these is a beautiful looking sword; this weapon has runic engravings along its polished blade and thin silver threads around its leather wrapped hilt. A finely cut sapphire is held in its pommel.

This is the **Dawnblade** and is a +1 sword (d8+1, 5). Against undead, it is a +2 sword (d8+2, 6). See DW page 137 for more information about magical weapons.

You also find a **Healing Potion** (DW page 139) at the bottom of the chest.

Turning your attention to the tapestries, you see that they are faded with time and depict various battle scenes, many illustrating wolves attacking humans. Behind one of the tapestries you find a door, which opens easily, and behind another you uncover a hexagonal depression a few centimetres wide.

If you succeed on a PERCEPTION check, [turn to 141.](#)

If you have the **Ataraxia Talisman**, [turn to 29.](#)

If you don't have this item, you leave by the door; [turn to 405.](#)

41.

As the berserker's body releases its last breath, you see it start to change! The face grows a lupine snout and the hands become claws, and then the body lies still. None of the dead men carry any treasure, so you cautiously cross the clearing and enter the cave which is lit by torches held by sconces on the walls. The cave is empty, but a tunnel leads west further underground. Following this, you see further openings leading into other parts of the complex; one to the south and another one to the north. Looking west, the tunnel continues onwards until it reaches a T-junction.

If you want to explore to the north, [turn to 428](#).

If you want to explore to the south, [turn to 407](#).

If you would rather continue west, [turn to 399](#).

42.

'Lady Katerina will no doubt be in the crypts below the castle. The stairs opposite this room will take you there.'

'Now that I have answered your question, it is time for you to leave.' Radovan dismisses you and resumes writing.

If you want to return to the hallway, [turn to 443](#).

If you want to attack Radovan, [turn to 54](#).

43.

The dusty stairs wind their way further underground until they end at an intersection of two torch lit passageways. To the east you can see that the passageway opens out into a room, although you can't see from here what the room holds. To the north, you can see a large shambling figure standing in front of a door.

If you want to head east, [turn to 309](#).

If you want to head north, [turn to 50](#).

44.

You leave the treasure room and return to the passageway to consider your options.

If you want to go through the door to the north, having not already done so, [turn to 23](#).

If you want to descend the stairs, [turn to 43](#).

45.

Katerina smiles; not a gloating smile of victory, but one of sheer happiness.

'Allow me a kiss, my love,' she whispers. You cannot refuse, and only feel a little pain before you pass out.

When you wake it is dark, but you can see perfectly well. You are in a vaulted chamber and Katerina is by your side; you are delighted to see her. 'Hello, my love,' you say to her, which makes her smile with joy. You embrace each other tightly, secure in the knowledge that each has found their true love. You will be eternally happy together.

THE END

46.

The church is one of the few stone buildings in the village, but even so it is in a state of disrepair, with holes in the roof and pieces of stone falling away from the walls.

Inside the church, you see a straw covered floor and some rough wooden pews. Standing next to the simple altar are two men, one of whom you presume is the priest.

If you have met Harkus, [turn to 236](#).

If you have not met Harkus, [turn to 280](#).

You hand Marcu the box, which he opens. 'The bones of Saint Waltar!' he gasps. 'What is the meaning of this?' he demands.

You tell him what Andrei said before he died. The prior looks unconvinced, but with no other witnesses, he has no choice but to accept your story. 'I think you should return to your room while I speak to the abbot,' he says, so you head off. You return to your room and after drying yourself climb back into bed. You sleep without any further disturbances. Restore one Health Point.

In the morning you go to see Valentin. He is not at all happy after hearing Marcu's tale of the activities during the night and the death of Andrei. 'I think it is time you left us,' he says stonily. With nothing more to be gained here, you leave the abbey and make your way back to town. On your return to van Achten's house, you tell him what has happened. 'But this is terrible!' he says. 'Poor Andrei!'

It is still early morning, so you itch to get on with your mission.

If you read about or have been told about the temple of Hadur and want to ask van Achten about this, [turn to 251](#).

If you want to restock your supplies in the town, [turn to 223](#).

If you want to learn more about the items and information van Achten has told you about, [turn to 178](#).

If you think you are fully prepared and want to head to Castle Drakenheim now, [turn to 218](#).



48.

Pushing aside the cobwebs you enter another hallway, although this one is spartan and free of decorations; perhaps this is the servant's area. There are two doors on the west wall and another on the east wall. From behind the first door to the west you can hear clanking and chopping noises, while from behind the door to the east that leads to the tower you can hear bubbling.

If you want to go through the first door to the west, [turn to 58](#).

If you want to go through the second door to the west, [turn to 415](#).

If you want to go through the door to the east, [turn to 426](#).

If you want to return to the entrance hallway, [turn to 350](#).



49.

You quickly slam the door closed and listen carefully, but the skulls appear to have desisted from their pursuit as you can't hear anything. Maybe they can't open doors or are only tasked with guarding the treasure in the room.

If you want to go through the door to the north, having not already done so, [turn to 23](#).

If you want to descend the stairs, [turn to 43](#).

50.

You approach the figure and see that it is the rotted corpse of an ogre, brought back to some semblance of life by foul necromantic magic. In its hands it holds a large warhammer, and the undead creature's only function is to stand guard in front of the door. As you draw near, it shuffles towards you and you must fight:

Ogre Zombie (5th Rank) Attack 14, Warhammer (d8+2, 6) AF 1 Defence 8
Movement 8m Magical Defence 1 Evasion 1 Health Points 40 Stealth 7
Reflexes 4 Perception 5 (gloomsight)

After two Combat Rounds, you can manoeuvre yourself around the monster and retreat through the door that it stands in front of; [turn to 445](#).

If you win, [turn to 298](#).

51.

Cutting off someone's head is a physically arduous task. After several minutes the job is done and you are once more out of breath. Not having a stake, you drive the sword into her chest and get a shock when Katerina's eyes flick open; but it is only momentary and she settles back to death. You retrieve one of the torches from the walls and set fire to her body.

Taking Irina by the hand, you lead the little girl from the crypt, but she instead tugs on your hand and points into the darkness at the far end of the chamber. You ask her what she means but she seems unable to explain properly, so you just follow her directions.

At the far wall, Irina searches around until she finds a hidden lever, and a section of the wall slides away to reveal a secret exit! You can see little, for it is night, but you can smell the fresh air and happily leave the castle.

If you have a *stone scar*, [turn to 35](#).

If not, [turn to 460](#).

The stairs creak as you climb them and end at a landing with a door facing you. A terrible stench greets you as you open the door. In the dark room, you can just make out a small circular hole in the floor with flies buzzing around it. You have found the castle latrine, and it appears not to have been properly cleaned in months. The smell is starting to make you feel unwell. A door opposite leads onwards and you make a dash for it before you are sick. You emerge into a torch lit hallway running to the south.

At the south end of the hallway are stairs descending east to the floor below. Opposite the stairs is an archway; peering through here, you see that this leads to a balcony overlooking the great hall. A figure dancing a jig in the room below waves at you when he sees you, but otherwise there is nothing to be found here. On the south wall of the hallway is an impressively carved wooden door, and there are plainer doors at the north end of the hallway; you came through the second door to the west. You can hear no sounds coming from behind any of the doors.

If you want to go through the ornate door to the south, [turn to 345](#).

If you want to try one of the other doors, [turn to 317](#).



The corpse once again returns to the land of the dead. As it collapses onto the platform, a single silver coin rolls from its clothing. You pick the coin up, but don't recognise its denomination. It has the head of a wolf on one side and words that you don't understand on the other. You show it to Sergei, who has been cowering away on the road.

'Ah yes, an old Hudristanian coin,' he says. 'Maybe two hundred years old? Probably worth a fair bit.' If you want to use the silver coin for currency it is worth 50F (and counts as any other coin for Encumbrance).

You examine the rope that the hangman used, hoping that it has some magical properties but it just seems to be a normal rope, although one that is now frayed beyond any use.

If you want to examine the burial mounds, having not done so already, [turn to 216](#).

If you would rather continue along the road, [turn to 202](#).

'You fool,' hisses Radovan as he picks up a mahogany staff and prepares to defend himself:

Radovan (7th Rank) Attack 15, Staff (d6, 3) and see below AF 6 Defence 9 Movement 10m (20m) Magical Attack 20 Magical Defence 11 Evasion 4 Health Points 12 Stealth 16 Reflexes 12 Perception 12 (normal)

Radovan's staff is magical. One of the effects of the staff is included in his Armour Factor. Additionally, each Combat Round, you must pit his MAGICAL ATTACK against your MAGICAL DEFENCE. If Radovan is successful, you suffer 4d6 Health Points of damage (armour affords no protection) and Radovan's Health Points are fully restored. He does not need to hit you for this to take effect.

If you win, [turn to 3](#).



You knock on the door of the hut and it is answered by a young woman with flaming red hair. You introduce yourself and ascertain that this is Elena before handing over the letter from van Achten.

After reading the letter, which causes her to chuckle, she welcomes you into her hut which although small is well furnished and tidy. 'You had better stay here tonight,' she says, 'as you don't want to be walking around these parts after nightfall!' She busies herself preparing a cot for you to sleep on while you ask her about the area.

'All sorts of creatures roam the moors and forests after dark,' she says.

'Werewolves, ghosts, vampires and other foul monsters. Even I don't go out after sunset!'

Elena soon has the cot ready and prepares a meal of wolf steak for the two of you (restore one Health Point). You feel you have another ally here, so tell her about your quest to rescue Irina from the village. 'I've heard tales of Lady Katerina, but didn't realise they were true. Is Johannes helping you then?' she asks. You respond that you hope so and will find out tomorrow when you get back to Inistrare.

Then it is time for bed, so Elena bolts the door and you both retire for the night. With the sound of gentle lapping of the lake, you soon fall asleep only to be woken an hour or two later by Elena in a bit of a panic.

[Turn to 315.](#)

'All in good time, my enthusiastic friend!' replies van Achten. 'Like I said, I need to do some research. While I am doing this, and to prevent you from becoming impatient and getting under my feet, you can do a job for me.'

Seeing as van Achten has not asked for payment for his services, this seems fair enough, so you agree. He fetches a letter, sealed with wax.

'Take this to my friend Elena, who lives near the mountains to the south. It will take about a day to get there, and another day to return, after which I will have

the information you need.' Van Achten then provides you with detailed directions and urges you to set off immediately. You bid each other farewell and then you set off, leaving the town by the west gate.

A road heads west, along the south bank of the Cortry River. Presently you arrive at a stone bridge which spans a branch of the river as it flows south. On the opposite side of a bridge is a mist shrouded hamlet, barely more than a few hovels; moving through the houses you see a procession.

Led by what you presume to be a priest holding a crucifix in front of him, you see half a dozen grim peasants carrying a rectangular box, accompanied by a wailing woman. The box is lowered into a hole in the ground and after a prayer from the priest the peasants disperse, with one of the men leading the screeching woman away. You are about to move on yourself when you spot another figure approaching the grave. He talks briefly to the priest, and then produces a mallet and stake from a bag. Taking these, he jumps down into the grave and you hear thumping and banging as the priest looks on and shudders. Eventually the man climbs out of the grave and shovels earth into the hole. With the job completed the priest and the gravedigger walk off into the mist.

No doubt some strange local custom, but there is nothing to be gained by tarrying here, so you make your way south as directed by van Achten, alongside the branch of the river. After an hour or so, you catch sight of a brightly coloured wagon parked by the side of the river. You can see a horse drinking from the river, but there is no sign of any wagoners.

If you want to approach the wagon, [turn to 213](#).

If you would rather detour around it, [turn to 203](#).

57.

With the hound vanquished, you search its room, but there is just a pile of bones, some with flesh still clinging to them, and a bowl of water. With nothing of interest in here, you go through the door in the far wall and find yourself in a tunnel. The tunnel continues for a few metres before it bends around to the south and then arrives at a flight of steps heading down. You follow the steps down to be greeted by a grisly sight. [Turn to 294](#).

58.

As you open the door you are hit by the heat and the mixture of smells coming from the kitchen. Four zombies are working around a giant oven, preparing food; the appetising smell of the food is mingled with the smell of decay coming from the zombies. The zombies look in your direction as you enter and pick up their cleavers, but otherwise make no aggressive moves. At the far side of the kitchen are several shelves piled high with jars and sacks.

If you want to attack the zombies, [turn to 117](#).

If you would rather close the door and return to the hallway, [turn to 222](#).

59.

Cutting off someone's head is a physically arduous task. After several minutes the job is done and you are once more out of breath. Not having a stake, you drive your weapon into her chest and get a shock when Katerina's eyes flick open; but it is only momentary and she settles back to death. You retrieve one of the torches from the walls and set fire to her body.

Taking Irina by the hand, you lead the little girl from the crypt, but she instead tugs on your hand and points into the darkness at the far end of the chamber. You ask her what she means but she seems unable to explain properly, so you just follow her directions.

At the far wall, Irina searches around until she finds a hidden lever, and a section of the wall slides away to reveal a secret exit! You can see little, for it is night, but you can smell the fresh air and happily leave the castle.

The two of you walk down the mountains and through the forest, wary of being attacked by nocturnal beasts, but all is quiet. Eventually you reach the Cortry River and then onto Irina's village as dawn is breaking. She is overjoyed that you have returned and runs to her house, where she is greeted by her ecstatic mother.

'Oh, bless you,' says the woman tearfully. 'I never thought that I would see my poor child again!'

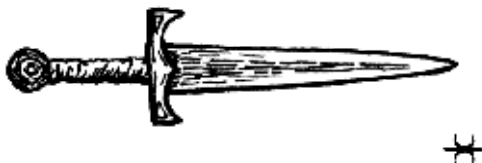
You leave the pair and retire to the inn, exhausted. The innkeeper quite rightly refuses any payment and you spend the next few days recovering from your adventure.

A week later, having received a visit from van Achten and regaled him of your adventure in the castle, you are nearly ready to leave. You decide to spend one more night at the inn before moving on.

That night however, you are woken from your sleep by a visitor, who stands at the edge of your bed. She is dressed once more in a long red fur lined cloak. As you look in horror, she smiles and you can see her sharp teeth.

'Hello again, my love,' she purrs.

THE END



60.

As you pick up the mace from the skeletal hands of the dead warrior, you feel a jolt of energy course through your body.

If you have either (or both) a *witch's mark* or a *stone scar*, [turn to 179](#).

If you have neither of these, [turn to 199](#).

You are woken in the middle of the night by an insistent tapping on your shutter. You try to ignore it, but whatever is there isn't going away. It is probably a bat or an owl that has become trapped. With a sigh, you get out of bed and open the shutter. At first you can see very little; the sky is overcast as always and no moon or stars can be seen in the firmament. Then ahead you see two glowing red dots of light, which slowly resolve into a pair of eyes. As your eyesight becomes accustomed to the gloom, you see a female figure, hovering just outside your window! You groan as the figure speaks.

'Hello again, love of my life!' says the Lady Katerina cheerfully. 'Just a quick call to see how you are getting on. The old man isn't too tiresome is he? When you get bored of him, I look forward to welcoming you back to our home.'

At this point, van Achten bursts through the bedroom door, brandishing a makeshift cross in front of him. 'Begone, vile fiend!' he shouts. 'Leave this place, and leave my friend alone!'

Katerina smirks. 'Don't be tedious, Johannes. I've no intention of entering your hovel, or of taking my beloved by force. Nevertheless, your presence bores me, so I shall take my leave. Oh, and don't worry about the girl Irina, she is being well looked after.' This last comment is directed at you. 'We can enjoy her together when you come to me!' And then she is gone.

You close the shutter firmly and then face van Achten. 'How did she know where I was, and how does she know who you are?' you ask him.

'She has spies everywhere,' he responds. 'We will have to be more careful from now on, and I shall redouble my efforts to discover the link between the two of you.'

You protest that you have never met her before coming to Hudristania, but he waves this aside. 'Clearly she knows you though, and I will find out why! But we had better get some sleep, as no doubt you will have a busy day tomorrow.'

You bid van Achten goodnight and return to bed. The rest of the night passes without further disturbances.

[Turn to 320.](#)

62.

'My name is Valentin,' states the abbot, 'and I am the abbot here. Johannes is a good friend of mine and I know him not to be reckless or given to superstition. If he has sent you here as part of your quest, then I suppose it is our duty to at least consider loaning you our relic. However, we will want it back as soon as you have finished!'

You thank the abbot, who then goes on. 'It is too wet to be thinking about going back to town now,' he says, 'so we will make a room available for you overnight and we can discuss this matter further in the morning. You will join us for supper in an hour or so, but in the meantime I will direct Andrei to look after you.'

Valentin gets up to open the door and sees Andrei, the young monk, standing there. He looks surprised for a moment and then offers a nervous grin as Valentin tells him to look after you until supper.

Valentin says he will see you later and shuts the door. Andrei asks what you would like to do while you wait for supper.

If you want to go to the abbey library, [turn to 306](#).

If you would prefer to simply warm yourself in the kitchen, [turn to 134](#).

63.

Taking the talisman from around your neck, you carefully insert it into the hole, where it fits perfectly. You hear a grinding of stone from the wall, and the talisman is ejected from the depression. Placing it back around your neck, you see that a section of the wall is sliding down; you have opened a secret door!

Beyond the secret door is a stone staircase leading down. The bottom of the stairs are in darkness, so if you want to explore you will need a light source (you can take one of the torches from the werewolf caves if you don't have your own).

If you want to explore the undercroft, [turn to 64](#).

If you would sooner leave by the more conventional door, [turn to 405](#).

64.

At the bottom of the stairs, you see a vaulted passageway heading west. The air down here is damp and it seems like no-one has been down here for many years. You ponder on how this passageway is connected to Dragomir the Solomonar. Perhaps further exploration will reveal the answer to this mystery.

Further along the tunnel, you come to a pit. It is about four metres deep, three metres long and as wide as the passageway. A narrow stone walkway spans the pit and looking down the pit you see there it shouldn't be difficult to climb down, as the walls are rough and offer many handholds.

If you want to walk across the pit, [turn to 200](#).

If you want to climb down the pit, [turn to 192](#).

65.

The young women have not seen you yet, hidden as you are behind a tree. You are enraptured by their graceful movements and alluring features. You breathe a sigh as you watch them; and then they turn in your direction.

Roll 2d10 and add 12. If the total is equal to or less than your STEALTH score, you have not been spotted. If the total is greater than your STEALTH score, they have seen you.

If you escape detection, you decide to retreat while you can; [turn to 364](#).

If they have seen you, you will have to face the consequences; [turn to 307](#).



66.

You glare at Marcu as you empty your backpack. There is no relic in there, of course, and the prior apologises. 'You should be out looking for Andrei,' you tell him, 'not accusing innocent people.'

'Of course,' says Valentin. 'We will organise a search right away. And my apologies for the way things have turned out.' You offer the abbot a small bow, and then tell him you must be on your way.

You leave the abbey and make your way back to town. On your return to van Achten's house, you tell him what has happened. 'But this is terrible!' he says. 'We can only hope that the sacred bones reappear sometime.'

It is still early morning, so you itch to get on with your mission.

If you read about or have been told about the temple of Hadur and want to ask van Achten about this, [turn to 251](#).

If you want to restock your supplies in the town, [turn to 223](#).

If you want to learn more about the items and information van Achten has told you about, [turn to 178](#).

If you think you are fully prepared and want to head to Castle Drakenheim now, [turn to 218](#).

67.

When you are ready, the innkeeper shows you to your room. It is a basic affair, but at least the bed is comfortable. You settle down for the night - making sure the shutters are firmly closed - and have a restful sleep. Restore one Health Point. You wake determined to find Johannes van Achten.

[Turn to 384](#).

68.

You enter the hallway and see a flight of stone steps leading downwards. Lit torches along the walls illuminate the entrance, and you can see footprints in the dust covered steps. You head downwards and at the bottom a corridor stretches to the east, while to the west there is a door. Behind the door you can hear men talking and laughing.

If you want to go through the door, [turn to 304](#).

If you want to follow the corridor to the east, [turn to 144](#).

69.

The skulls break apart into small fragments as they fall to the floor, defeated. The man kneeling in front of the statue hasn't moved at all during your fight and doesn't react when you prod him gently and wave your hand in front of his unblinking eyes. You leave him to it and decide what to do next. Looking around the room, you can see the passageway continues east, although a pile of rubble from a cave-in blocks any way onwards here. In the south wall of the room is an empty doorway to a smaller room.

If you want to examine the statue, [turn to 263](#).

If you want to enter the smaller room to the south, [turn to 27](#).

If you would rather head back east and take the northern passageway, [turn to 50](#).

70.

The headman's house stands on the outskirts of the village, and although the lower floor is constructed of stone it is in a similar state of neglect as the rest of the village. You walk through a garden of dead shrubs and reach the door. You knock on the door and hear footsteps approaching. A panel in the door is slid open to reveal a suspicious looking face.

If you have met Alek, [turn to 12](#).

If you have not met Alek, [turn to 253](#).

71.

'The girl is perfectly well,' Radovan answers. 'I personally looked after her and saw to her wellbeing until last night. She had the best room in the castle! She is now in the crypts below the castle, which aren't as pleasant, but nevertheless she is still alive and being cared for.'

'Now that I have answered your question, it is time for you to leave.' Radovan dismisses you and resumes writing.

If you want to return to the hallway, [turn to 443](#).

If you want to attack Radovan, [turn to 54](#).

72.

You make your way back along the passageway and up the stairs until you return once more to the pack leader's room. Rather than risking going back through the caves, you decide to try the door behind one of the tapestries.

[Turn to 405](#).

73.

A narrow torchlit tunnel leads away to the east. You follow this for a few metres and suddenly you feel the floor shift underneath you!

Roll 2d10 and add your EVASION. You succeed in jumping clear if the total is greater than 15.

If you are successful, [turn to 146](#).

If you fail, [turn to 205](#).

74.

You politely decline the offer. The moustachioed man takes no offence. 'Good luck then,' he says with a cheery wave. Following the river, you arrive at a wooded area. According to van Achten, Elena lives at the side of a lake within the woods, so you follow the river south through the trees along a wide path. It

is then that you hear a howling from the woods. And then a huge black wolf, nearly as tall as you are, bounds out of the trees. Its red eyes burn with a cunning intelligence and its teeth look as sharp as knives. It is followed by two smaller companions, which dash around their leader like excited puppies. The wolves howl once more before running to attack:

Monstrous Wolf (3rd Rank) Attack 17, Fangs (d6+1, 6) AF 1 Defence 5 Movement 12m (25m) Magical Defence 1 Evasion 4 Health Points 15 Stealth 15 Reflexes 11 Perception 11 (elfsight)

Wolves (2) (1st Rank) Attack 15, Fangs (d4, 5) AF 0 Defence 3 Movement 12m (25m) Magical Defence 1 Evasion 3 Health Points 7 each Stealth 16 Reflexes 10 Perception 11 (elfsight)

If you win, [turn to 143](#).

75.

'A few years ago,' begins van Achten, 'the Lady Katerina had a shape changing hag in her employ. The witch was there to read fortunes for the Lady, but they had a falling out when the fortune telling revealed something which displeased Katerina. The Lady expelled the hag from the castle, who took up home in a cave in the mountains to the south. While she was in the castle, the witch was allowed to come and go as she pleased. If anyone knows the secrets of the castle - and would be prepared to divulge them - then the witch is your best option. She might still take some persuading, mind you.'

'What would I need to do to persuade the witch to help me?' you ask.

'Have no doubt that the witch is irrevocably evil,' answers van Achten helpfully, 'and no doubt she will demand some vile deed performing in exchange for her assistance. But it might be worth a visit just to see what she has to say.'

If you want to take up the quest to talk to the witch (having not done so already!), [turn to 170](#).

If you want to find out about other things van Achten knows, [turn to 178](#).

76.

The monster splashes back into the river, its foul blood staining the icy blue water. You wonder if the creature has any treasure, but if so it will be in its den which will be underwater and the water is no doubt very cold!

If you want to search the river bank for the troll's den, [turn to 191](#).

If you would rather continue onwards, [turn to 314](#).

77.

'Excellent!' replies Jirko as you hand over the money. The stools are put away, the horse tethered to the wagon and the two men, who still haven't spoken, climb in the back. You are invited to join Jirko on the front board, and then you are off. The horse follows the river as it approaches a forest. 'Keep your eyes peeled lads!' shouts Jirko to his companions and then you are in the trees, following a path alongside the river.

And then a huge black wolf, nearly as tall as you are, bounds out of the trees. Its red eyes burn with a cunning intelligence and its teeth look as sharp as knives. It is followed by two smaller companions, which dash around their leader like excited puppies. Jirko's two men quickly fire their crossbows, hitting one of the smaller wolves which limps off. Another quarrel strikes the large wolf, which howls in pain. It decides that the wagon is too difficult a target and also runs away. The last wolf looks around in confusion, sees that it is on its own and quickly turns tail as well.

'Job well done lads!' shouts Jirko. The wagon lumbers along the trail until the trees open up to reveal a lake of placid blue water ahead, fed by the river. South of the lake, magnificent mountains rise up against the skyline.

'I'm afraid this is where we must part company my friend,' says Jirko, 'as the wagon won't be able to turn around if we go any further.' You shake Jirko's hand and jump down from the wagon and wave goodbye as it performs a series of complicated manoeuvres to turn around and head back north. Walking along the shoreline of the lake, you soon come to a wooden hut in front of which is a

jetty with a small boat moored to it. You have reached your destination.

[Turn to 55.](#)

78.

The illusion of the three kindly looking old women is broken. Now you face three monsters with dark blue skin, long yellow fangs and iron hard talons. The taller one is eight feet in height and moves with lightning speed, while the shorter one is still nearly seven feet in height and has huge muscles. The last annis has grey hair in which small bones have been woven. They are now ready for battle and this will be a difficult fight!

If you have a companion with you, he will help in combat with Attack 17, Sword (d8, 4) and has a Reflexes score of 12, although the hags only attack you.

Each annis has partial immunity to non-magical weapons, which cause only half normal damage. If an annis wins two consecutive Combat Rounds, its attack will cause six Health Points of damage as it grabs you with one hand while raking with its other.

First Annis (4th Rank) Attack 16, Talons (d8, 4) AF 1 Defence 11 Movement 10m (20m) Magical Defence 9 Evasion 6 Health Points 10 Stealth 12 Reflexes 15 Perception 9 (normal)

Second Annis (4th Rank) Attack 17, Talons (d8, 4) AF 1 Defence 10 Movement 10m (20m) Magical Defence 9 Evasion 5 Health Points 14 Stealth 12 Reflexes 10 Perception 9 (normal)

For the first two Combat Rounds, the third annis stands in the cave behind the other two and casts the following spells:

In the first Combat Round, she casts *Summon Greater Hellhound*, which arrives in 2d6 Combat Rounds (if the annis is slain before this, the hellhound doesn't arrive) and has the following statistics:

Greater Hellhound (2nd Rank) Attack 16, Fangs (d4+1, 5 and strong poison)

AF 1 Defence 6 Movement 15m (30m) Magical Defence 8 Evasion 4 Health Points 10 Stealth 15 Reflexes 11 Perception 10 (panoptical)

In the second Combat Round, the annis will cast *Might*, the bonuses for which are included in her statistics.

In the third Combat Round, the hag attacks you in hand to hand combat:

Third Annis (4th Rank) Attack 18, Talons (d8+1, 5) AF 1 Defence 11 Movement 10m (20m) Magical Defence 9 Evasion 5 Health Points 18 Stealth 12 Reflexes 12 Perception 9 (normal)

If you win and have a companion with you, [turn to 30](#).

If you win and are alone, [turn to 115](#).

79.

The stairs wind down the interior of the tower. Looking through windows set into the walls of the tower, you can see that daylight has flown and the purple of the night has covered the sky. You shiver in apprehension as you will now be facing Katerina during the time when vampires are at their strongest.

Eventually the stone walls and windows are replaced by hewn rock; you have descended underground. The stairs wind on for a while and then terminate at a tunnel cut through the rock of the mountain which leads to a closed door.

Opening the door you see a large room; by the light from torches set on the walls you see a man in armour practising his martial techniques on a wooden dummy in the corner of the room. As you enter, he lowers his sword and removes his helmet to reveal a handsome face and long black hair. He looks at you inquisitively before speaking.

'My name is Miroslav,' he says in a deep voice, 'and I am the castle seneschal. We have been expecting you, so please come and sit for a while and we can converse.' He waves to a table under which are tucked a pair of chairs.

If you want to attack the seneschal, [turn to 210](#).

If you want to talk to the seneschal, [turn to 414](#).

80.

The tunnel opens into a small cavern, through which an underground river flows. Droplets of water splash up as the river gargles over rocks, and the spray sparkles in the torchlight. A wooden fence, almost rotted away, separates the river from the cavern entrance, although it is an easy matter to vault over it. There are no other exits from here.

If you want to take a drink from the river, [turn to 453](#).

If you want to explore the west branch, having not already done so, [turn to 260](#).

If you would rather return south, [turn to 34](#).

81.

The village is a rundown place, and you now have an idea of the oppression the villagers are under. There are three places that you might want to visit; choose one that you have not already been to:

The windmill; [turn to 354](#).

The church; [turn to 46](#).

The headman's house; [turn to 70](#).

If you have finished exploring here, it is time to leave and head for Inistrare; [turn to 204](#).



82.

Another man steps from the group and approaches you.

'Hello again my friend!' the man exclaims. You recognise him as Lazlo, the roamer who helped you to defeat the hags. 'We did a good thing, I think, killing those witches? And now our children are safe.' He turns and shouts at one of the women. 'Kala! Bring the boy!'

You recognise Kala as Lazlo's partner. She pushes forwards the small boy for inspection. He is still grubby, and munching contentedly on an apple. You say hello to them and are feeling quite awkward when Lazlo addresses you again.

'I think we should reward you, yes? Here, take this. Not all the residents of the castle will be as welcoming as us, and you might find it useful!'

Lazlo hands you a small bag which contains a sweet smelling **herbal poultice**. This will restore three Health Points when used.

Lazlo shakes your hand enthusiastically and you bid the family farewell before heading through the open doors of the castle.

[Turn to 133.](#)

83.

Sergei wasn't lying when he talked about monsters in the forest! Exiting the forest, you find Sergei sitting by the track, whittling a stick. He seems relieved to see you and you tell him about the wolf you encountered. He gives you a look which may well be 'I told you so!' and then the two of you continue along the road.

[Turn to 171.](#)



84.

The prior looks at you coldly but introduces himself as Marcu. He tells you that he is set against the loan of religious artefacts to adventurers, no matter their purpose or connections. You have not got an ally here, then. He rather rudely turns his back on you and goes over to the bookshelf, as if fascinated by the works held there.

You shrug. If you haven't done so already, you can talk to:

Valentin, [turn to 302](#).

The other guest, [turn to 90](#).

If you have finished talking, you can retire to bed; [turn to 10](#).

85.

The door opens to reveal a room which is decorated with faded murals showing undead creatures; skeletons, zombies and ghosts are all depicted. A stone sarcophagus sits in the middle of the room and on the lid is an inscription which, as you clear the dust away, you see reads: 'Here lies the remains of the architect of this tomb'. You judge it would be possible to move the sarcophagus lid.

If you want to open the sarcophagus, [turn to 330](#).

If not, you can leave by a door in the east wall; [turn to 114](#).

86.

After a night of sleeping on the uncomfortable mattress you wake to weak sunlight creeping in through gaps in the shutters. Gathering your equipment, you head downstairs to find the innkeeper busy preparing breakfast. He seems to have recovered his wits and you waste no time in questioning him about the visitor from last night.

'That was the Lady Katerina Holtz,' he says while you eat your breakfast (restore two Health Points for the rest and food), 'and she is the ruler of this

area. She lives in a big old castle in the mountains.' His voice drops to a whisper. 'Some say that she is a vampire! There have been people going missing from the village, and the rumours are that she takes them up to her castle to feed on their blood!'

Right on cue, the door of the inn bangs open and a distraught elderly woman hobbles in. 'My poor Irina! Gone she has, taken by that black-hearted fiend to the castle!'

The innkeeper pours the woman a large brandy, which she takes in shaking hands, and bids her to sit down. She continues with her tale. 'Late last night, after all that fuss at the graveyard, we heard a knocking on the door. I was all for ignoring it, but Irina is such an innocent soul and opened the door. There stood the Lady, and Irina was in such awe that she let herself be led away. I tried to stop her, so I did, but the Lady just smiled at me and knocked me aside. And then they were gone! Oh, my poor girl, what fate awaits her in that awful place!'

The innkeeper and the woman look at you expectantly. It seems you have a damsel to rescue from the clutches of a terrifying monster!

[Turn to 303.](#)

87.

'The work we do here is hard,' says the abbot cheerfully, 'but we do God's work! We have lay brothers who tend the fields and crops, monks who transcribe texts, and other monks who go out into the towns and villages around here to work with the priests and their flocks. We distribute alms to the poor and spread the word of the True Faith. Truly, we are blessed to be doing such great work!'

The abbot is rather enthusiastic about this, so before he rambles on all night, if you haven't already, you can talk to Valentin about:

Saint Waltar; [turn to 290.](#)

Lady Katerina; [turn to 28.](#)

Otherwise, you can bid the abbot goodnight; [turn to 429.](#)

88.

This plant is Wolfsbane and is poisonous. However, it is also a cure for lycanthropy. If you are suffering from lycanthropy, you can eat some of this plant and it will cure you of this disease; however, it also makes you violently sick, so you must lose one Health Point and reduce Strength and Reflexes by one until the next time you sleep.

If you want to look at some other plants, [turn to 254](#).

If you haven't already done so and want to bathe in the pool, [turn to 96](#).

If you want to leave the grotto, [turn to 448](#).

89.

The guards are ten metres away and are standing still. If you hit with a rock, this will cause (d3, 2) damage. You have two Combat Rounds of actions before they realise what is going on and locate you. After this, they will rush over to attack you in hand to hand combat. You can fight them one at a time along the path:

***Berserkers (2) (2nd Rank) Attack 15, Battleaxe (d8, 6) AF 3 Defence 7
Movement 10m (20m) Magical Defence 4 Evasion 5 Health Points 14 each
Stealth 13 Reflexes 11 Perception 5 (normal)***

As soon as one of the guards loses a Combat Round, they will go berserk. Add 1 to their ATTACK and deduct 3 from their DEFENCE.

If you win, [turn to 211](#).



90.

The stranger introduces himself as Aiken and he tells you that he is a scholar from a land called Yamato, far to the east. He tells you that he is researching legends about different lands and you discuss the encounters you have had so far in Hudristania, although you don't learn anything new. Eventually he excuses himself and says he is tired and heads off for his own room.

If you haven't done so already, you can talk to:

Valentin, [turn to 302](#).

The prior, [turn to 84](#).

If you have finished talking, you can retire to bed; [turn to 10](#).

91.

Drinking red wine in a vampire's castle is perhaps unwise. The red wine is actually blood, as you discover when you pour a measure down your throat. You gag and vomit; deduct 1d6 Health Points. You hurl the bottle away in disgust and it smashes on the floor, its contents leaking onto the stone.

If you haven't already done so and want to try the white wine, [turn to 394](#).

If you would rather leave by the door in the far wall, [turn to 73](#).

92.

You try the doors of the church, but they are locked. An old man, wandering around the graves, tells you that the priest is currently away on pastoral duties. You thank the man and decide where to go next.

If you want to visit the apothecary, [turn to 9](#).

If you want to return to van Achten's house, [turn to 420](#).

93.

The man grumbles in his sleep but does not wake up. You open the box and find only some spare clothes and two gold crowns. Taking the money, you leave the room and head north.

[Turn to 221.](#)

94.

The narrow dusty tunnel twists and turns through the rock; in places you have to stoop to make progress onwards. Eventually you reach a dead end, but reason that there must be another secret door here and set to finding it. After a few moments your patience is rewarded as you hear a click and the wall in front of you swings open, to reveal a grisly sight.

[Turn to 294.](#)

95.

The triptych is a sacred item and its very holiness flows through you. Restore 2d6 Health Points. As you feel rejuvenated, the colours in the paintings fade until it is difficult to make out the figures depicted. The power of the triptych has faded, but you can take it with you if you like.

If you want to pick up the mace, having not already done so, [turn to 60.](#)

If you want to look at the plants in the garden, having not already done so, [turn to 231.](#)

Otherwise, you return to the hallway; [turn to 359.](#)



96.

The pool is chilly but nevertheless has remarkable healing properties; you can feel your aches and pains fading away. Restore four Health Points. Perhaps Dragomir used some of his magic to enchant the water here.

You dry yourself off and consider what to do next.

If you want to examine the plants, having not already done so, [turn to 254](#).

If you want to leave the grotto, [turn to 448](#).

97.

Andrei fetches you the book and then departs to do his chores. The book is written in a series of diary entries and apparently details the travels of the author. You read the following excerpts:

'Before me I saw a hovel, shrouded in mist. Its roof was sagging and the walls were mildewed and ran with a dark viscous liquid. Plants in the garden were diseased specimens with a vile miasma hanging around them. I turned away from the rotten edifice, but as I did so the door creaked open. In the doorway stood a kindly old lady, her appearance completely at odds with her abode. She called me over in a pleasant manner but I knew better than to linger here and escaped back the way I came.'

'I set up camp in the remains of an old house, its roof long gone and its walls barely chest height. As I was tending the fire, I heard a low moan from the corner of the room. A vision of horror appeared before me, a dishevelled woman covered in blood. 'Where is my baby?' she whispered. Before I could collect my wits, she had vanished. I was too tired to move, and so rested uneasily during the night. In the morning, while collecting my equipment, I found the bones of a very small child scattered about. I buried them and uttered a short prayer before moving on.'

'As night drew in I came to an enchanted glade in the middle of the forest. In the glade were luminous figures, beautiful young women who danced naked in the moonlight. As enraptured as I was, I knew that if they saw me watching them that death would be my reward, so with great regret I slipped away. I

still see them in my dreams.'

Andrei returns at this point and tells you that it is time for supper. [Turn to 219](#).

98.

As soon as you move to attack, the two men fire their crossbows at you. Roll 1d20 twice. For each that you roll equal to or less than 16, you have been hit for (d10, 4) Health Points of damage.

The men then draw their swords and battle is joined! Fight all three together.

Brightly dressed man (4th Rank) Attack 17, Sword (d8, 4) AF 1 Defence 10 Movement 10m (20m) Magical Defence 6 Evasion 6 Health Points 16 Stealth 14 Reflexes 14 Perception 6 (normal)

Armoured men (2) (2nd Rank) Attack 16, Two-handed sword (d10, 5) AF 4 Defence 7 Movement 10m (20m) Magical Defence 4 Evasion 5 Health Points 14 each Stealth 13 Reflexes 12 Perception 5 (normal)

If you win, [turn to 311](#).

99.

As soon as you move to attack, the first wolf leaps to its feet with a howl which immediately wakes the other wolf. Both wolves have viciously sharp teeth; fight them one at a time in the narrow confines of the tunnel:

Monstrous Wolves (2) (3rd Rank) Attack 17, Fangs (d8, 6) AF 1 Defence 8 Movement 12m (25m) Magical Defence 1 Evasion 4 Health Points 18 each Stealth 15 Reflexes 11 Perception 11 (elfsight)

If you win, you realise that your troubles are not over as the noise of the fight has attracted the attention of another denizen of the caves! [Turn to 2](#).

100.

You fall into the pit, which fortunately isn't too deep; however, you still suffer 1d6 Health Points of damage (less two if you are wearing armour). As you pick yourself up, you see words carved into one of the walls: 'Welcome brave adventurer! Please forgive my little joke. I hope you enjoy your stay with us.'

Very amusing, you think as you climb out of the pit. Back in the hallway, you take more care before examining the book on the lectern.

[Turn to 386.](#)



101.

The toad's body starts to melt away, seeping into the floorboards until all that is left is a patch of slime. There is nothing of interest in this room, so you ascend the stairs again to the top floor. The room here appears to be a wizard's laboratory, although the glass vials and flasks have been smashed and litter the floor. On a bench against the far wall you see a large key next to a glowing red crystal. However, stood between you and the bench is a suit of burnished plate armour, its visor raised so that you see that the armour is empty. It holds a two-handed sword in front of it and as you enter it moves to attack you:

***Animated Armour (6th Rank)** Attack 18, Two-handed sword (d10, 5) AF 5 Defence 12 Movement 10m (20m) Magical Defence 8 Evasion 5 Health Points 28 Stealth 14 Reflexes 10 Perception 7 (panoptical)*

If you win, [turn to 217.](#)

102.

With another of the ghouls dispatched, you examine the room more closely and find an iron lever in the back wall, currently in the down position. You force it up and hear the grating of metal on stone. You presume you have opened the portcullis, so head off to investigate. Your thoughts are confirmed when you see the ghoul that was trapped behind the portcullis shambling down the corridor to attack you with a metal bar. Once again you must fight:

Ghoul (4th Rank) Attack 17, Metal bar (d6, 3) AF 0 Defence 9 Movement 12m (25m) Magical Defence 7 Evasion 4 Health Points 14 Stealth 15 Reflexes 10 Perception 9 (darksight)

If you win, [turn to 183](#).

103.

The triptych is a sacred item and its very holiness flows through you. However, due to your past actions, you cannot bear to touch such a thing and suffer a MAGICAL ATTACK of 20. If the attack succeeds, you lose 2d6 Health Points (reduced by your Armour Factor).

You drop the triptych to the floor in disgust, where it lies open for all to see.

If you want to pick up the mace, having not already done so, [turn to 60](#).

If you want to look at the plants in the garden, having not already done so, [turn to 231](#).

Otherwise, you return to the hallway; [turn to 359](#).



You will your body to attack the vampire, but you are unable to move. Katerina walks over to you, her smile showing her sharp teeth.

'Allow me a kiss, my love,' she whispers. You cannot refuse, and only feel a little pain before you pass out.

When you wake it is dark, but you can see perfectly well. You are in a vaulted chamber and Katerina is by your side; you are delighted to see her. 'Hello, my love,' you say to her, which makes her smile with joy. You embrace each other tightly, secure in the knowledge that each has found their true love. You will be eternally happy together.

THE END

105.

As you enter the cell, your boots stick to the liquid on the floor, which isn't water, as you first thought. The liquid starts to coalesce into an amorphous shape which rises up from the cell floor. A thin appendage protrudes from the blob and whips round with lightning speed to attack you. you must fight the strange creature:

***Necrotic Ooze (5th Rank)** Attack 17, Flailing pseudopod (d8, 5) AF 2 Defence 10 Movement 10m (20m) Magical Defence 10 (but see below) Evasion 3 Health Points 28 Stealth 16 Reflexes 10 Perception 10 (darksight)*

The jelly-like creature is immune to direct attack spells. Furthermore, the pseudopod is covered in a corrosive slime, so if you are wounded, roll 3d6 and if the total is greater than your Strength you suffer an extra 2d6 points of damage (armour does not protect against this).

You can retreat at any time by running off down the corridor; [turn to 229](#) if you want to do this.

If you win, [turn to 245](#).

'I had better be getting back to town,' you say to the man, who thanks you for warning them and bids you farewell. You leave the woods and start to head north.

Your trek across the moorland is uneventful and there is no fog to confound you this time. The skies remain overcast, and it seems like weeks since you have last seen the sun properly. Eventually you reach Inistrare and you are walking along its narrow streets when you are accosted by a wild haired man dressed in black.

[Turn to 150.](#)



When you agree, the three old women start cackling in unison. 'Splendid!' says the rosy-faced one. 'Head west from here until you reach the Felhous Woods. There you will find a camp of roamers, whose children are free to wander as they please. Take these items,' - she reaches into the pocket of her apron and pulls out a sack and hands it to you - 'to help you subdue a child. Then bring them here, and we will talk of Castle Drakenheim.'

You examine the items in the sack. One is a flute, but when you blow into it, it makes no sound. 'Only children can hear the music,' says the witch, 'and they are drawn to it.' The other item is a cloth rag. 'The cloth should be placed over the mouth and nose, and will render the child unconscious, for it is soaked in a magic potion.' It seems the old women have this down to a fine art.

You take your leave of the three crones and head west along the base of the Felhous Peaks. Presently, you come to a forest; in the middle of the forest is the lake where Elena lives. You do not have to walk that far, however, before you come to a clearing. Three brightly coloured wagons, similar to the one you have seen previously on your trek to see Elena, are parked in the middle of the clearing. Nearby, drinking from a stream, are three large draft horses. You observe the camp from the cover of the trees and can see men and women sitting around talking. A small grubby boy, maybe six or seven years old, is playing happily with some wooden blocks behind one of the wagons.

If you want to break cover and speak to the men and women to warn them of the witch's plans, [turn to 385](#).

If you want to remain hidden and try to entice the child over by playing the flute, [turn to 361](#).

108.

You grasp handholds on the sides of the pit and pull yourself up.

Make a Reflexes check with a Difficulty Factor of 8

If you tied some rope around the walkway earlier, the Difficulty Factor is 6.

If you succeed, you make it to the top safely. If you fail, you fall to the bottom and suffer 1d4 Health Points of damage (reduced by two if you are wearing armour). You can continue trying as long as you are alive!

If you manage to climb out of the pit, you look both ways along the passageway.

If you want to head west, having not already done so, [turn to 200](#).

If you want to head back east, out of the undercroft, [turn to 72](#).



109.

You head out of town via the west gate, considering the best way to get to the temple. It lies south west of the village where you saw the funeral, so you decide first of all to head there. You follow the road west until it reaches the bridge over the branch of the river and then into the village.

The village is as bleak as ever. The road turns into a muddy track as it passes between the rundown hovels where the villagers live. There is a windmill, its tattered sails groaning as they turn slowly in the breeze, and a church which is as dilapidated as the rest of the buildings. Apart from an old man further along the track, you see no villagers; maybe they are all out working in the fields. You hear a screeching caw and turn to see a crow hopping along the track behind you. It glares at you before taking clumsily to the air.

You draw level with the old man, who is sitting in front of one of the houses. His eyes are bloodshot and he grips a ceramic jug.

If you want to talk to the old man, [turn to 338](#).

If you would rather leave the village, [turn to 31](#).

110.

You have found a Blackberry bush, with enough fruit for one set of rations. Furthermore, you can soak the leaves in the pool and apply the poultice to your wounds and recover two Health Points (you can do this now or take the poultice with you to use later).

If you want to look at some other plants, [turn to 254](#).

If you haven't already done so and want to bathe in the pool, [turn to 96](#).

If you want to leave the grotto, [turn to 448](#).



III.

With the two men dead, you search the room but have no better luck than the men before you; although there are many bottles on the shelves, they all appear to be empty. Perhaps over time the volatile contents have evaporated, if there was anything in them in the first place. It is time to look somewhere else.

If you want to go through the door to the south, having not already done so, [turn to 165](#).

If you want to descend the stairs, [turn to 43](#).

II2.

You remove the hood to reveal a hideous snarling reptilian face, far better sculpted than the rest of the statue. You recoil in horror, expecting it to spring to life, but instead its eyes blaze with a bright red light. You feel your very soul being sucked from your body under the intense scrutiny from the statue.

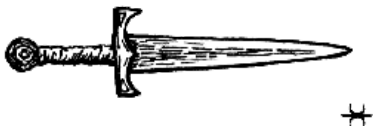
You are being assaulted by a MAGICAL ATTACK of 23.

If the attack succeeds, you are enslaved by the statue and can only follow its demands, which are that you kneel in front of it in worship until you die of dehydration. Your adventure ends here.

If the attack fails, you recover your wits long enough to replace the hood and sigh with relief as the mental barrage ends. You take a few deep breaths before deciding what to do next.

If you want to enter the smaller room to the south, having not already done so, [turn to 27](#).

If you would rather head back east and take the northern passageway, [turn to 50](#).



113.

The bookshelves hold only dust, scraps of parchment and rodent droppings. The box under the table is empty and falls to pieces when you touch it. Turning your attention to the table, you sit on the chair only for it to collapse under you. There is nothing to find here, so you leave by the door in the east wall.

[Turn to 331.](#)

114.

The door opens to a large colonnaded room. The ceiling is twenty metres above you, supported by pillars which form an aisle leading to the back of the room. An ornate chair, almost a throne, is against the far wall. The arms of the chair are stylised snakes, and the backrest is decorated with silver skulls. There is a stone archway in the south wall, but it is filled in with stone blocks. There are no other exits from the room and you think you have come to the final room in this trap-filled dungeon.

If you want to approach the chair by walking down the central aisle, [turn to 32.](#)

If you want to edge around the perimeter of the room to get to the chair, [turn to 238.](#)

115.

The three witches have been defeated! You pause for a few minutes to recover your breath after the terrible battle. Eventually you are ready to continue. You look into the cave where the hags lived and hear movement from within; maybe there is somebody else in there?

If you want to explore the witch's cave, [turn to 324.](#)

If you would rather return to Inistrare, [turn to 246.](#)

116.

Following the river, you arrive at a wooded area. According to van Achten, Elena lives at the side of a lake within the woods, so you follow the river south through the trees along a wide path. It is then that you hear a howling from the woods. And then a huge black wolf, nearly as tall as you are, bounds out of the trees. It is followed by two smaller companions, which dash around their leader like excited puppies. The wolves howl once more before running to attack:

Monstrous Wolf (3rd Rank) Attack 17, Fangs (d8, 6) AF 1 Defence 8
Movement 12m (25m) Magical Defence 1 Evasion 4 Health Points 18
Stealth 15 Reflexes 11 Perception 11 (elfsight)

Wolves (2) (1st Rank) Attack 15, Fangs (d4, 5) AF 0 Defence 3 Movement 12m
(25m) Magical Defence 1 Evasion 3 Health Points 7 each Stealth 16 Reflexes
10 Perception 11 (elfsight)

If you win, [turn to 143](#).

117.

You can fight the zombies two at a time in the confines of the kitchen:

Zombies (4) (1st Rank) Attack 10, Cleaver (d6+1, 5) AF 0 Defence 4
Movement 6m Magical Defence 1 Evasion 1 Health Points 20 each Stealth 5
Reflexes 4 Perception 4 (gloomsight)

You can retreat at any time by returning to the hallway; [turn to 222](#).

If you win, [turn to 13](#).



118.

The monster doesn't look the least bit surprised and defends itself with its claws:

Demon Toad (5th Rank) Attack 18, Claws (d10, 4) AF 4 Defence 10 Movement 10m (20m) Magical Defence 7 Evasion 3 Health Points 24 Stealth 10 Reflexes 12 Perception 8 (darksight)

If you win, [turn to 101](#).

119.

Andrei fetches you the book and then departs to do his chores. The book is a thick volume, despite its title, and you glean the following information.

Over a thousand years ago the lands of what would become Hudristania were ruled by a number of fiercely independent tribes. The region's rugged terrain allowed them to resist being directly ruled by the powerful city states of Emphidor to the north, or by the Kaikuhuran Empire to the south. All that ended when Selentium's legions swept through from the east, and Hudristania became part of the mighty empire - at least until the empire collapsed. The lands of Hudristania fractured into several different kingdoms, each ruled over separately by independent warlords. Although threats came from the south, the mountainous landscape of Hudristania, together with the ruthless efficiency of the Hudristanian armies, prevented any successful invasions.

As the church bell tolls for vespers, you read next about how Hudristania became a united country when the most powerful of the warlords, the voivode Radu, began a campaign that gradually subsumed the other kingdoms. The kings of these lands could either surrender or die along with their people, and so Hudristania eventually came under the rule of King Radu.

However, even today the lands of Hudristania are not free of superstition and the local government rarely sees money from the royal coffers. It is in many ways still a conflicted land.

Andrei returns at this point and tells you that it is time for supper. [Turn to 219](#).

120.

The last of the foul monsters is defeated. Exhausted, you turn to aid Sergei, but during the fight he has succumbed to his wounds. Nevertheless, you extract the nails from his body and lay the poor man's body on the ground. You vow to avenge his death, but for now, you move to the end of the torture chamber. A simple stone door stands ajar and you push it fully open to confront whatever fate awaits you.

[Turn to 181.](#)

121.

The path leads over a fallen tree to a clearing. A gaunt figure with matted red hair and a long filthy beard is crouched in the middle of the clearing, next to a huge black wolf. The man is muttering something as you walk into the clearing, but when he sees you he stands up, quaffs something from a clay jar and directs the wolf to attack you:

Monstrous Wolf (3rd Rank) Attack 17, Fangs (d8, 6) AF 1 Defence 8
Movement 12m (25m) Magical Defence 1 Evasion 4 Health Points 18
Stealth 15 Reflexes 11 Perception 11 (elfsight)

The man, one of the ancient sect of wizards in Hudristania, casts the following spells (if you kill the monstrous wolf, the Solomonar will abandon spellcasting and engage you in melee instead):

First Combat Round: *Tangleroots* (DW page 81), with a SPEED of 14 vs your EVASION. If you fail to leap clear, you are caught and must spend 2d4 Combat Rounds freeing yourself, during which time you cannot attack. If you have a Strength of 16 or greater, breaking free takes 1d3 Combat Rounds.

Second Combat Round: *Icebolt* (as *Shadowbolt*, DW page 83), with a SPEED of 14 vs your EVASION (you cannot evade this if you are caught by the *Tangleroots* spell!). If this hits, it causes 2d6+10 Health Points of damage, less Armour Factor.

Third Combat Round: *Weaken* (DW page 80), with a MAGICAL ATTACK of

18; if this succeeds, your ATTACK score is reduced by 2 and damage caused by weapons by 1 until the end of the combat.

Fourth Combat Round: *Warding* (DW page 81), which adds 2 to your Hit Roll when attacking the sorcerer.

In the fifth Combat Round, the Solomonar attacks you with his axe:

Solomonar (4th Rank) Attack 14, Axe (d6+1, 6) AF 2 Defence 8 Movement 10m (20m) Magical Attack 18 Magical Defence 8 Evasion 4 Health Points 18 Stealth 14 Reflexes 14 Perception 6 (elfsight)

Furthermore, after three Combat Rounds, a wolf appears to defend the wizard, harrying at you from all angles:

Wolf (1st Rank) Attack 15, Fangs (d4, 5) AF 0 Defence 3 Movement 12m (25m) Magical Defence 1 Evasion 3 Health Points 7 each Stealth 16 Reflexes 10 Perception 11 (normal)

If you defeat the wild wizard and his canine companions, [turn to 131](#).

122.

As the berserker's body releases its last breath, you see it start to change! The face grows a lupine snout and the hands become claws, and then the body lies still. You take the opportunity to look around the berserkers' quarters. Against one wall there is a scarred wooden table on top of which a candle burns. Under the table is a wooden chest.

If you want to open the chest, [turn to 8](#).

If not, you can try the tunnel to the north; [turn to 428](#).

Otherwise, you continue west along the main passage; [turn to 399](#).

As you climb into the coach the door slams shut behind you and then the horses snort and set off at breakneck speed. You briefly consider opening the door and throwing yourself out, but to do so would be suicidal given how fast you are moving. You sit back and see a bottle in the coach, with a note attached. The note reads:

'My dear;

I hope you don't mind my presumption that you would want to see me as quickly as possible, and so I sent my coach to carry you to me. Don't worry, it is perfectly safe! I've also provided you with a small bottle of plum brandy from my own stores. Please sit back and enjoy the ride!

Ever yours, K'

The bottle does indeed contain plum brandy, which will restore two Health Points when you drink it.

In a blur, the coach enters the Paianjen Woods, following a narrow trail. Branches whip against the coach as it careers up the path through the forest. You can see the track leads in a series of hairpin bends up the sides of the mountain. Despite the narrowness of the track and the precipitous drops, the horses don't slow and are as surefooted as ever. Presently the trees thin out and the coach reaches a narrow drawbridge guarded by two shattered stone towers. The old wooden drawbridge spans a deep ravine and leads to your destination: Castle Drakenheim.

The sight is awe-inspiring. Perched on a rocky crag, the castle looms over you; from here you can see an imposing keep beyond a courtyard, with a single tower rising to the north. Stone gargoyles stare at you from the heights, their mouths fixed in hideous grins.

The coach doesn't slow but thunders over the drawbridge, which rattles and creaks alarmingly, and then through a gatehouse before coming to a halt in the courtyard of the castle. You open the door of the coach and clamber out to be greeted by the people in the courtyard.

[Turn to 396.](#)

124.

The leaves are bitter and leave an aftertaste of mouldy potatoes. You force some down and await the effects, which are varied and can depend on the individual who has ingested it. Roll 1d6 to determine the effect it has on you:

If you roll 1-3, [turn to 297](#).

If you roll 4-6, [turn to 313](#).

125.

With the zombies dispatched, you search the kitchen and amongst the jars on the shelves you find several sprigs of **parsley**. You also find enough fresh food for two sets of rations. The zombies also proved to be adequate cooks; the carrot soup they were preparing is pleasant enough and restores one Health Point.

You return to the alchemist and hand over the herb he wanted. [Turn to 319](#).

126.

You open the triptych up fully and see the outer panels do indeed feature brightly coloured paintings of saintly figures, although you do not recognise them. The central painting may be of Gatanades, but it has been defaced.

If you have either (or both) a *witch's mark* or a *stone scar*, [turn to 103](#).

If you have neither of these, [turn to 95](#).



127.

'Two nights ago, I heard noise from below the church.' says Danovich. 'At first I thought it must be rats, as the only access to the crypts is through the church and no-one had passed by me. When I went down, I saw a hideous man - he had sallow skin and his flesh hung off his bones. He was eating one of the corpses buried down there! Fortunately he was too engrossed in his meal to see me, so when he went into one of the other vaults I managed to trap him in there. There is a portcullis, you see, a strange request by one of the dead interred in the crypt, but thankfully rather useful!'

'If he is trapped, could you not deal with him yourself, or get a town guard to sort the problem?' you ask.

'If only it were that simple,' answers Danovich, 'but last night, two more of the horrid creatures appeared! I've had to lock the crypt for now, but they must be getting in somewhere underground. Can you help?'

If you want to help the priest, [turn to 382](#).

If you make your excuses and head back to van Achten's house, [turn to 348](#).

128.

Walking through the narrow cobbled streets of Inistrare you pass along a row of shops, some of which may be of interest to an adventurer such as yourself. One of the shops is dedicated to selling equipment for hunters and trappers, where you can purchase anything from the Adventuring Gear section, DW page 134. Another trades in weapons, where you can purchase anything from the Weapons section, DW page 134. You can buy rations for 1F each from various shops and stalls.

There is also an apothecary, but it is currently shut. Maybe another time. You head further along the street, avoiding piles of rubbish, until you come to an inn with a faded picture of a snow covered mountain on its hanging sign. This must be the Jagged Snowfall Inn, so you head inside.

The inn is just like any inn the world over; wooden tables and chairs, straw on the floor and a few people sitting around eating, drinking and chatting. You

approach the innkeeper, who informs you that a bowl of vegetable stew is one florin (which restores one Health Point), and a room for the night is three florins. You buy a cup of rough local wine for a few copper pennies and make enquiries about van Achten, but although a few of the drinkers have heard of him, no one knows where he lives.

If you want to spend three florins to stay at the inn, [turn to 67](#).

If not, you will have to risk the curfew and sleep outside; [turn to 377](#).

129.

You open the door to a smelly room in which there are four crude beds. A man is asleep on one of the beds and is snoring quite loudly. Against the far wall is a table on which a candle burns, lighting the room; underneath the table is a wooden box.

If you want to creep past the man to inspect the contents of the box, [turn to 185](#).

If you would rather close the door and head north, [turn to 221](#).

130.

As you start shovelling coins with your hands, you get a shock when the treasure rises from the floor and coalesces into the shape of a giant wolf. Animated by fell sorcery, this magical canine is the guardian of the castle's treasure, and you must fight it:

***Auric Wolf (8th Rank)** Attack 20, Gemstone fangs (d10, 6) AF 5 Defence 14 Movement 10m (20m) Magical Defence 14 (and see below) Evasion 7 Health Points 30 Stealth 11 Reflexes 18 Perception 10 (panoptical)*

The guardian is immune to direct attack spells. If you win, [turn to 269](#).

If you want to retreat, you can run up the stairs in the drawing room; [turn to 153](#).

131.

You take a few breaths to steady yourself after the battle. Searching the clearing, you find the jar the Solomonar drank from, but it is empty now. You do find a rough cloth bag by the edge of the clearing, which contains the wizard's belongings; mainly rubbish such as old bones and scraps of parchment. There is however a finely carved piece of wood, cunningly wrought as a dragon in flight. While you are not sure if this is worth anything, you can take the **carved dragon** with you if you want.

This is no way through the clearing, so you return to the fork and take the western path.

[Turn to 444.](#)

132.

As you put the black cloak around your shoulders, your vision dims and from the corners of your eyes you see fluttering dark wings. The cloak is magical and although it reduces your PERCEPTION by two, it also increases your STEALTH by two. You can decide whether to keep it or not.

If you want to put the bracelet on your wrist, having not already done so, [turn to 401.](#)

If you want to put the pendant around your neck, having not already done so, [turn to 190.](#)

If you would rather leave these alone, you can exit the room; [turn to 44.](#)



Entering through the open doors of the main keep, you find yourself in a hallway lit by torches held in sconces along the walls. On the floor is a purple rug that was perhaps once a fine decoration but is now in tatters. On the walls are faded portraits of distinguished looking people. You stop in shock as you see one portrait that seems to be a picture of you! But looking closely, you see it is a picture of someone else but who looks eerily similar to you.

To the north, an archway festooned with cobwebs leads to another hallway. There are doors on the east and west wall; a dust covered flight of stairs to the east leads upwards to the next floor. From behind the door to the west you can hear what might generously be called singing.

If you want to head north through the archway, [turn to 48](#).

If you want to go through the door to the west, [turn to 440](#).

If you want to go through the door to the east, [turn to 299](#).

If you want to go up the stairs, [turn to 370](#).

The kitchen is staffed by lay brothers who prepare simple meals for those living at the abbey. It is pleasantly warm in here and steam rises from your wet clothes. You take yourself off to a corner so as not to get in the way and Andrei returns to his duties for a while.

After some time, you hear the church bell ring as it is time for vespers, one of the services that the monks and brothers attend. you are left alone in the kitchen and though you have dried out, you are beginning to get a bit bored. Eventually Andrei returns and tells you that it is time for supper.

[Turn to 219](#).

135.

The toad is apoplectic and hops up and down, spitting. 'Never trust a human!' it screams and then it launches itself at you with its powerful legs:

Demon Toad (5th Rank) Attack 18, Claws (d10, 4) AF 4 Defence 10 Movement 10m (20m) Magical Defence 7 Evasion 3 Health Points 24 Stealth 10 Reflexes 12 Perception 8 (darksight)

If you win, [turn to 195](#).

136.

It occurs to you that you have not yet explored the temple of Hadur. It would be a diversion of about a day, and most likely a dangerous one at that, but who knows what power might be found there?

If you want to travel to the temple, [turn to 109](#).

If you would rather focus on confronting Lady Katerina, [turn to 427](#).



137.

Andrei fetches you the book and then departs to do his chores. The book details the gods and goddesses that the people of Hudristania worshipped before the coming of the True Faith. As with many religions, there were different gods for different aspects of life. You read that Istenanya was the goddess of the moon and fertility and helped women during childbirth, and that Szelanya was the goddess of wind and rain. Apparently Szelanya lived in a cave at the top of the mountains and was worshipped particularly by Solomonars, the wizards of Hudristania who controlled the weather.

You also read about Hadur, god of war, fire and blacksmiths. Interestingly, there is still a temple to Hadur, albeit in ruins, not far to the west of here. Maybe it will be worth asking van Achten about this later.

As the church bell tolls for vespers, you read next about how Hudristania converted to the True Faith when Saint Ladislau came to bring the word of God. The kings of Hudristania at first denied his teachings, but as he walked through the lands, fighting off creatures of the night and bringing peace to conflicted areas, they eventually relented and accepted the True Faith.

Andrei returns at this point and tells you that it is time for supper.

[Turn to 219.](#)

138.

You follow the tunnel up and find that it leads to a secluded grotto. A waterfall spills from the rocks opposite you to create a sparkling pool. The grotto is partially open to the sky and is bounded by steep rock formations on all sides. Along the sides of the pool grow a great number of different plants and you admire the variety of coloured flowers here. It is a scene of tranquillity and beauty after the confines of the perilous dungeon you have just explored.

If you want to bathe in the pool, [turn to 96.](#)

If you want to examine the plants, [turn to 254.](#)

139.

'Many thanks,' says Miroslav. 'Now, if you would like to follow me?' The seneschal goes through the door to the east, which leads to a smaller room which contains many barrels, most of which appear to be empty apart from a layer of dust and some spiders. A torch on the wall illuminates the room. Miroslav pulls some of the barrels away from a wall to reveal a hidden tunnel.

'This passage bypasses the dungeon', says Miroslav, 'and the guards, who will not know any better than to attack you on sight.'

The tunnel is dark, but you can take the torch from this room if you don't have your own light source.

If you want to go down the secret passage, [turn to 94](#).

If you would rather not, [turn to 26](#).

140.

As you walk towards the scarecrow, it tilts its head to one side and seems to be staring at you. As you get closer, you see that its head is a blackened turnip, with eyes, a nose and a fanged mouth cut out of it. Under its coat is a vest of rusted ring mail. Although standing in the pose of a scarecrow, it is not held up by poles, but only adopting a stance to fool passers-by. You have come across a Jack-O-Lantern, a creation of vile sorcery. As it moves to attack, its eyes, nose and mouth glow with a baleful yellow light.

You suffer a Fright Attack of 1d12 intensity.

If the Fright Attack succeeds, [turn to 333](#).

If the Fright Attack fails, [turn to 433](#).



141.

You notice two very faint vertical cracks either side of the hexagonal depression, about a metre apart. However, you do not find any way of opening the secret door, if in fact that is what it is.

If you have the **Ataraxia Talisman**, [turn to 29](#).

If you don't have this item, you leave by the door; [turn to 405](#).

142.

The tunnel leads into another cavern. A large iron cage is in the middle of the cavern; the door of the cage hangs open and the floor of the cage is covered in animal remains and rotting vegetables, which smells horrendous. There is nothing else in the cave, and you wonder if the cage once held the ogre prisoner.

If you want to look through the filth on the floor of the cage, [turn to 392](#).

If you want to explore elsewhere, [turn to 449](#).

143.

You continue along the path until the trees open up to reveal a lake of placid blue water ahead, fed by the river. South of the lake, magnificent mountains rise up against the skyline.

Walking along the shoreline of the lake, you soon come to a wooden hut in front of which is a jetty with a small boat moored to it. You have reached your destination.

[Turn to 55](#).



The corridor ends at another torch lit stone stairway. You follow this as it winds downwards until you reach another hallway. On the west wall of the hallway is a wooden door, while the hallway continues to the north. Behind the door you can hear a rasping sound.

If you want to go through the door, [turn to 129](#).

If you want to head north, [turn to 221](#).



The armour collapses to the floor, separate pieces clattering all around the room. You make for the key on the bench and the demon toad hops over with you. You pick up the crystal to find it is warm to the touch.

'Give me the crystal,' rasps the toad, 'for that was our bargain.'

If you want to give the crystal to the toad, [turn to 160](#).

If you would rather not, [turn to 135](#).

146.

You jump clear just as the floor collapses to reveal a chute heading downwards. Breathing a sigh of relief, you continue to the end of the corridor, where the sound of barking can be heard from behind an iron door. Pushing the door open slowly you first of all smell the canine stench coming from the other side and then you hear the barking getting louder. Peering round the door you see an enormous black hound, slavering from each of its two fang-filled mouths. Fortunately, the dog is chained to the wall to your right. Beyond the beast you can see another door. You dash for the door but the chain gives the hound enough reach to attack you:

***Two-headed Hound (5th Rank)** Attack 18, Fangs (d6+1, 5) AF 2 Defence 8 Movement 15m (30m) Magical Defence 10 Evasion 5 Health Points 16 Stealth 15 Reflexes 12 Perception 10 (panoptical) (Note that the hound attacks twice each Combat Round).*

After one Combat Round, you can manoeuvre yourself to retreat through the door in the far wall; [turn to 214](#) if you want to do this.

If you win, [turn to 57](#).

147.

The crawlway opens into another dusty room, in the middle of which is a table and chair. Ancient writing equipment sits on the table; a quill that crumbles when you touch it and a dried up bottle of ink. The only item of interest that hasn't deteriorated with age is a simple looking piece of slate. As you look at the slate, writing appears on it, as if an invisible hand were using invisible chalk. The writing is, unfortunately, in a language you don't recognise. Nevertheless, you may take the **magical slate** with you; perhaps at a later time you may discover its secrets.

For now though, with no other exits from this room, you head back into the statue chamber.

If you want to examine the statue, having not already done so, [turn to 263](#).

If you would rather head back east and take the northern passageway, [turn to 50](#).

148.

The fog shows little signs of lifting and visibility is severely limited, so much so that you don't notice the bog until you step into its freezing water and feel yourself getting stuck in the mud.

Make a Strength check with a Difficulty Factor of 10

If you succeed, you manage to pull yourself out of the bog; if you fail, you are stuck and must deduct one Health Point from the cold. Continue trying until you either succeed or your Health Points fall to zero.

If you manage to get out of the bog, you see the mist starts to swirl and part and you feel safe enough continuing on your journey. [Turn to 207.](#)

149.

The doors at the end of the hallway are identical, both plain wooden affairs, each with a brass handle. Which will you open?

If you want to open the door to the left, [turn to 357.](#)

If you want to open the door to the right, [turn to 423.](#)

150.

'Forgive me,' says the man, 'but I have sought you out as I believe you can do me a very great favour. My name is Donavich, and I am a priest.' You now notice the crucifix around his neck. 'My church is here in town, but we have suffered from an incursion by some vile creatures. They have broken into the crypt, and I fear for the people of this town should they escape.'

No doubt the priest wants you to delve into the crypt and rid the church of whatever these creatures are.

If you want to listen to what the priest has to say, [turn to 127.](#)

If you make your excuses and head back to van Achten's house, [turn to 348.](#)

151.

With the creature dispatched, you take a closer look at the chamber. The corpse on the floor, you surmise, is probably from the grave. Leaving this for now, you decide where to go next. Of the tunnels leading away, the one that heads deeper underground seems the best option, so you head down.

It is only when you start to slip do you realise how steep the tunnel has become.

Make a Reflexes check with a Difficulty Factor of 10

If you succeed, you make it to the bottom of the tunnel without alerting the monster that waits in the next chamber. [Turn to 389](#)

If you fail, you roll to the bottom, where a nasty surprise awaits you. [Turn to 273](#).

152.

As you light up the room, you hear a fluttering sound from the corner as the flock of bats that are roosting here are disturbed and wake up. They start to fly around the room in confusion, and some of them attack you!

Roll 1d20 to see how many bats attack you. You can split your DEFENCE against three of the bats as normal, but the rest (if any) will get free attacks against you. Each one has ATTACK 11, Bite (d3, 1).

If you want to shut the door and return to the hallway, [turn to 317](#).

If you want to open the shutter, [turn to 158](#).



153.

The stairs rise to the top floor of Castle Drakenheim. At the top of the stairs, a short landing joins two further hallways; one to the east and one to the west. The floor is covered in threadbare rugs and torches hang from the walls, providing enough illumination to see by. You listen carefully, but can hear no sounds from either hallway.

If you want to head to the hallway to the east, [turn to 443](#).

If you want to head to the hallway to the west, [turn to 359](#).

154.

The corridor leads to a room in shambles. Niches line the walls, where once the dead were interred. However, the corpses have been pulled out of their final resting places and piled around the room. Another ghoul squats next to the bodies, pulling flesh from the bones and shoving the pieces into its mouth. When it sees you, it looks at you with eyes full of hatred before attacking you with its filthy claws:

Ghoul (4th Rank) Attack 17, Talons (d3, 2) AF 0 Defence 9 Movement 12m (25m) Magical Defence 7 Evasion 4 Health Points 14 Stealth 15 Reflexes 10 Perception 9 (darksight)

If you win, [turn to 102](#).

155.

The door needs a good shove to force it open, but it eventually yields to reveal a storeroom; there are a number of chairs stacked on top of each other, bolts of cloth piled on shelves and boxes containing empty bottles and crockery. The entire room is covered in a thick layer of dust and doesn't appear to have been used in a long time.

If you want to make a thorough search here, [turn to 367](#).

If you want to return to the hallway, [turn to 359](#).

156.

As each demon is slain, it returns to its two dimensional tapestry form. You take a look around the room and see no obvious exits, although on the east wall are two more tapestries, these woven to show pictures of flowers. The furniture in the room was probably once comfortable but time and mould have long since rendered them useless.

If you want to examine the rotten furniture more closely, [turn to 275](#).

If you would rather look at the flower tapestries, [turn to 421](#).

157.

The boy drops his wooden blocks and walks towards you as if in a daze. When he gets near you, you take out the cloth rag and place it over his face. With a sigh, he falls unconscious and you just catch him before he tumbles to the ground.

You pick the boy up and take him back to the witch's cave. Upon arriving, you lower the boy to the ground and bang on the door. The three women are there almost immediately, looking excited. When they see the boy, they shriek with delight. 'Oh, this is a nice one,' says the tall witch as she and the shorter one carry the comatose boy into the cave.

The rosy faced witch closes the door and takes your arm, leading you to a stand of trees. 'I don't think you need to see what happens next,' she says, 'so we'll have our little chat over here.' The witch bids you to sit down and begins her tale.

[Turn to 282](#).



158.

The shutters are stuck, but you manage to force them open as the bats continue flapping around you. As the shutters fly open, the bats stream out of the room to the outside world. Once they have all gone, you make a search of the room. Amongst all the clutter in here you find a wooden handle with a small circular metal plate on the end.

There is an engraving of a bat on the piece of metal and you surmise that this item is a seal used to stamp the image of the bat into wax. You can take the **bat seal** with you if you like.

There is nothing else of interest here, so you return to the hallway; [turn to 317](#).



159.

Fetching a torch from the hallway (if you don't have your own light source), you investigate the passageway. Cobwebs hang from the ceiling and dust covers the floor. After two right hand bends, the passageway comes to a dead end, but a careful search reveals another secret door. This opens into a chamber in the castle tower; stone stairs here lead both further up into the tower and down into the castle. At the south end of the chamber is an archway leading to the east hallway; a skeletal undead guard stands beyond the archway, but it is facing away from you.

If you want to climb up the stairs, [turn to 336](#).

If you want to head down the stairs, [turn to 79](#).

If you would rather return to the hallway, [turn to 359](#), but make a note of this reference in case you want to use the secret passageway in the future (which you can do as long as you haven't used the stairs, or are currently in combat).

160.

You throw the crystal to the toad, which bats it to the floor with its feet. Using its powerful muscles, the toad crushes the crystal to a fine powder. Once this is complete, the toad starts to vanish before you, until all that is left is the powdered crystal.

You take the key and head back downstairs to find that it fits the lock in the trapdoor perfectly. You worry that it won't turn due to neglect and the passage of time, but there is a satisfying clunk as the trapdoor is unlocked. You pull open the door to find a flight of stairs leading down; the dungeon is in darkness and you will need a light source to see (if you don't have one, the tapestries and pieces of wood will do as a makeshift torch).

Retrieving the key from the lock, you descend the stairs. [Turn to 289.](#)

161.

In the shop is another customer dressed in fine looking clothes. As he turns towards you, you both recognise each other.

'Ah, my travelling companion!' exclaims Sergei. 'How nice to see you again. I trust you have been well since we parted? I am here to collect an order for my father. This really is the finest place to buy rosemary and thyme. Here, father has some credit left if you want to buy anything.'

You have a pleasant chat for a few minutes while the herbalist finishes Sergei's order. With the order complete, Sergei collects the parcel and bids you good day. His credit is worth ten florins if you want to buy anything from the shop. The herbalist has the following for sale and will accept anything of equivalent value but won't give change (so if you have a 50F gem, for example, you can buy saffron but won't get 20F back):

All-heale; 30F - an incredibly powerful healing herb, this restores six Health Points.

Mountain Garlick; 35F - repels evil spirits. If used in combat with the undead, they must deduct two from their ATTACK score and one from their DEFENCE score for one combat.

Saffron; 30F - this is a stimulant and adds two to your ATTACK score and one to your DEFENCE score for one combat.

Navew; 25F - this is an anti-toxin. After being eaten, you automatically pass the next Strength test you are asked to take due to being poisoned.

Hawkweed; 35F - this increases your PERCEPTION by two for one PERCEPTION check.

Shepherd's Purse; 10F - stops wounds from bleeding and thus restores two Health Points.

Mugwort; 25F - this allows you to carry on fighting until you reach -3 Health Points for one combat.

Bishop's Weed; 20F - this can be used to cure any disease (except lycanthropy!) that you have been infected with.

When you have finished here, you can either:

Visit the church; [turn to 206](#).

Return to van Achten's house; [turn to 420](#).

162.

The syrupy liquid tastes very sweet but unfortunately is a strong poison! Roll 4d6 and if this is greater than your Strength, you are fatally poisoned and your adventure ends here. If you roll equal to or less than your Strength, you still suffer 2d6 Health Points of damage.

Cursing your bad luck, you return to the hallway. [Turn to 222](#).



163.

The wolves are dead and fortunately your battle has not attracted the attention of anyone else in the caves. However, other than the skeletal remains of the wolves' previous meals, there is nothing else in the cavern. Decide where to head next.

If you want to try the tunnel to the south (if you haven't already done so), [turn to 407](#).

Otherwise, you continue west along the main passage; [turn to 399](#).

164.

The tunnel to the south is short and ends at a cavern that reeks of sweat. A huge burly man with a blue painted face, clad in animal furs and with bones in his long hair and beard is sitting on one of three straw beds, sharpening his axe. As he sees you, he bares his sharpened teeth at you and rises to attack:

***Berserker (4th Rank) Attack 18, Battleaxe (d8+1, 7) AF 2 Defence 9
Movement 10m (20m) Magical Defence 6 Evasion 5 Health Points 16 Stealth
13 Reflexes 12 Perception 5 (normal)***

As soon as he loses a Combat Round, the man will go berserk. Add 1 to his ATTACK and deduct 3 from his DEFENCE.

If you win, [turn to 122](#).

165.

The door opens to a room illuminated by two candles held on large stands in the back corners of the room. Set against the middle of the back wall is a wooden chest and above the chest are two alcoves, each one holding a grey skull. As you enter the room, the skulls start to glow with a pale yellow flame and they float towards you, jaws snapping.

If you want to shut the door immediately, [turn to 49](#).

If you are determined to see what is inside the chest, [turn to 332](#).

166.

The tunnel on the other side of the hallway bends to the left before coming to a dead end. You retrace your steps, and in doing so encounter the trap left waiting; half a dozen spears shoot out of the wall towards you!

Roll 2d10 and add your EVASION score for each spear. If the total is higher than the spear's Speed of 18, you have been hit for (2d4, 4) Health Points of damage. There are six spears to try and evade.

If you survive this trap, you make your way back to the hallway. [Turn to 376.](#)

167.

The liquid tastes as horrible as it smells, but happily enough is actually a healing potion. Restore seven Health Points.

If you haven't done so already and want to drink the clear liquid, [turn to 215.](#)

If you want to descend the stairs, [turn to 79.](#)

168.

Beyond the door is a long vaulted cellar, with bottles held in rotting wooden racks either side of a central aisle; another door is in the far wall. This is evidently a wine cellar, although each bottle is coated in a thin layer of dust. After a while looking at the bottles, you come to a section where the racks are in good condition and the bottles not so filthy. Perhaps these bottles are newer. There is a row of white wine and a row of red wine.

If you want to try the white wine, [turn to 394.](#)

If you want to try the red wine, [turn to 91.](#)

If you would rather leave by the door in the far wall, [turn to 73.](#)

169.

Something alerts the one of the group. Maybe a loose stone, the snap of a twig or a clinking belt; whatever it is, you have been spotted. A cry goes up as they see how close you are to the boy and then they are on their feet, running towards you. You consider fighting them, but at least two of them look like they might cause you problems and so you turn and make a run for it.

Make a Strength check with a Difficulty Factor of 13

If you fail, the group has caught up with you and you are brought down; your adventure ends here as they show no mercy to child abductors. If you succeed, you manage to outpace them and then lose them in the woods.

You decide it is time to head back to Inistrare. [Turn to 349.](#)

170.

'Head directly south from Inistrare,' says van Achten, 'until you reach the Felhous Peaks. A path leads into the mountains, and along this path you should find the cave where the witch lives. I reckon it will take the best part of a day to reach there, though, so you had best camp overnight before confronting the hag. Wait a moment.'

Van Achten fetches a sack containing a set of rations and a cloak. You thank him and set off from the town. Leaving by the east gate, you then head south through fields of wheat and barley, which sway lazily in the cool breeze. Eventually the agricultural land gives way to moorland, where small shrubs with prickly leaves are dotted around on a blanket of yellow grass.

After a few hours travelling along this monotonous landscape, you start to feel cold as a mist blows in from the east. You press on, but eventually you are surrounded by the cold damp fog and you cannot see where you are going. If you carry on, you are in danger of wandering around in circles or getting lost. However, you can also hear a clattering noise in the mist, and it is getting closer.

If you want to continue on through the mist, [turn to 148.](#)

If you would rather wait for the mist to clear, [turn to 237.](#)



171.

Presently you arrive at a wooden gallows on the south side of the track. A corpse is hanging from the gallows, twisting slightly in the chill breeze. On the other side of the road, in the shadow of the forest, are a series of low mounds.

'A warning to any who defy the law of the Lady,' whispers Sergei. 'Criminals are hanged here and then buried in shallow graves. It is said that the Lady sometimes visits these graves to bring the corpses back to life to act as guards in her castle.'

If you want to climb up the gibbet to look at the corpse, [turn to 419](#).

If you want to examine the burial mounds, [turn to 216](#).

If you would rather continue along the road, [turn to 202](#).

172.

All of the cells except one are devoid of anything interesting. In the last cell you can just about see a skeleton in the corner, underneath which there appears to be some coins. The floor of the cell is covered in black water.

If you want to enter the cell, [turn to 105](#).

If you would rather continue along the corridor, [turn to 229](#).

The forest floor is comfortable enough, with moss and leaf litter. You bed down and spend an uninterrupted night beneath the tree canopy, waking in the morning feeling refreshed. Restore one Health Point.

You gather your equipment and set off for Castle Drakenheim. Passing between the remains of the stone towers, you step foot on the drawbridge, which rocks and creaks alarmingly. You try not to think about the drop below you, but the drawbridge proves sound. At the end of the drawbridge is an archway leading into the castle and you walk beneath a mossy and rotten portcullis to be greeted by the people in the courtyard.

[Turn to 396.](#)



174.

'Head east from town,' directs van Achten, 'until you reach the Paianjen Woods. Do not enter the forest, for all manner of fell beasts live within but instead skirt the edge until you find the tower. Good luck my friend!'

You depart Inistrare and follow the directions given. Once again, the day is overcast and a thin drizzle is falling. To the north you can see the Drakenheim Mountains, but the clouds are too low to see the peaks. You arrive presently at the brooding Paianjen Woods. A thin layer of mist covers the woodland floor and the trees tower over you. You head north along the edge of the forest until you arrive at a circular stone tower, set back amongst the trees. The tower is a crumbling wreck, age and weather having taken its toll. A rotting wooden door hangs open at the bottom of the tower.

If you want to head straight into the tower, [turn to 316](#).

If you first want to check the forest around the perimeter, [turn to 177](#).

175.

'Your mind tricks won't work on me,' you tell her. She looks surprised and flinches back momentarily. It is time to put an end to this conversation, and to Lady Katerina; you rise from the chair and prepare to do battle.

[Turn to 365](#).

176.

'I need that parsley for Radovan's tonic,' continues the man, who judging by the bubbling flasks is probably the Lady's alchemist. 'So, have you brought it?' He is obviously fixated on this, so if you want to talk to him further you will have to give him what he wants.

If you have some **parsley** and want to give it to the alchemist, [turn to 319](#).

If you don't have any parsley but want to volunteer to get some, [turn to 371](#).

If you would rather close the door and return to the hallway, [turn to 222](#).



177.

The mist covers the forest floor and you stumble through the undergrowth. You are just thinking that you are wasting your time when a black shape hurtles towards you. Its bloated body is carried along by eight segmented legs and two pairs of glowing eyes peer at you malevolently. The giant spider sees you as a meal, and you must fight:

Monstrous Giant Spider (4th Rank) Attack 16, Bite (d6, 4) AF 2 Defence 3 Movement 15m (20m) Magical Defence 5 Evasion 5 Health Points 14 Stealth 20 Reflexes 12 Perception 12 (panoptical)

In any Combat Round, you can either free yourself from the web or attack. Until you are free, you suffer a penalty of 2 to your ATTACK and 1 to your DEFENCE.

If the spider wounds you, roll 3d6; if the total is higher than your Strength score, the spider's poison has paralyzed you and you can do nothing as the spider eats you alive.

If you win, [turn to 397](#).



178.

You can ask van Achten about the items and information he has discovered in his studies; or if you have already heard what van Achten has to say, then you can start one of these adventures (you can only start a quest you haven't already attempted!):

If you want to learn about the vampire slaying sword, [turn to 352](#); if you are ready to start this search, [turn to 19](#).

If you want to learn about the talisman that protects you from a vampire's hypnosis, [turn to 451](#); if you are ready to begin this mission, [turn to 174](#).

If you want to find out about Saint Waltar's fingerbones, [turn to 271](#); if you want to visit the abbey, [turn to 288](#).

If you want to know about the old witch and her secrets, [turn to 75](#); if you are ready to find the witch, [turn to 170](#).

Alternatively, if you have completed all of these quests, or you think you are ready to go to Castle Drakenheim, [turn to 218](#).

179.

The mace is a cursed object, only to be wielded by those who cause the deaths of innocents, either directly or as a consequence of their actions. Its last owner was the black hearted fiend at your feet, who destroyed the castle chapel. In your hands, it is magical and against human opponents is a +1 **black mace** (d6+1, 6). Against other opponents (including those that were once human, such as undead) it has no special properties (but can still wound those only wounded by magical weapons).

If you want to examine the triptych, having not already done so, [turn to 126](#).

If you want to look at the plants in the garden, having not already done so, [turn to 231](#).

Otherwise, you return to the hallway; [turn to 359](#).



180.

The guard clatters down the stairs and you wait for a moment to see if reinforcements are drawn by the din, but nobody appears. You continue up the stairs and emerge into a torch lit hallway running to the north.

Opposite the stairs is an archway; peering through here, you see that this leads to a balcony overlooking the great hall. A figure dancing a jig in the room below waves at you when he sees you, but otherwise there is nothing to be found here. On the south wall is an impressively carved wooden door, and there are plainer doors further up the hallway. You can hear no sounds coming from behind any of the doors.

If you want to go through the ornate door to the south, [turn to 345](#).

If you want to try one of the other doors, [turn to 317](#).



At last you reach the crypt of the vampire, buried deep beneath Castle Drakenheim. It is a large vaulted room, with fog clinging to the floor; torches flicker and gutter along its damp walls. Two stone sarcophagi sit in the middle of the room and standing before them are two figures. One of them is a small girl; you have found Irina. Holding her hand and dressed in gleaming armour and a red cloak is Lady Katerina Holtz. She smiles seductively as you enter her chamber.

'Welcome to my boudoir,' she says in a husky voice. 'You can see I have kept my promise, as the child is unharmed.'

Irina looks petrified but does appear to be physically well. 'But what of Sergei?' you demand.

Katerina fetches a mournful sigh. 'Alas, the poor fellow. That was all Miroslov's idea. He thought it might break you. I was against it, of course.'

A likely story, but before you can argue, Katerina continues. 'Now that you have come to me, we can be together again. You know that is why you came here and braved all those dangers.' Again she turns the full force of her gaze upon you and you curse yourself as you realise that Katerina is trying to mesmerise you.

Roll 1d6 and add 20. This is the strength of the vampire's charm. Then roll 2d10 (if you have the **Ataraxia Talisman**, you automatically roll 20) and add your Rank.

If this total is greater than the strength of the vampire's charm, [turn to 24](#).

If this total is equal to or less than the strength of the vampire's charm, [turn to 104](#).



'Ah, a repeat customer!' says the herbalist as you enter the shop. Note that if you have not used up Sergei's credit of 10F, it is still available. There is still the same variety of herbs to buy. Again, the herbalist will accept anything of equivalent value but won't give change (so if you have a 50F gem, for example, you can buy saffron but won't get 20F back).

All-heale; 30F - an incredibly powerful healing herb, this restores six Health Points.

Mountain Garlick; 35F - repels evil spirits. If used in combat with the undead, they must deduct two from their ATTACK score and one from their DEFENCE score for one combat

Saffron; 30F - this is a stimulant and adds two to your ATTACK score and one to your DEFENCE score for one combat.

Navew; 25F - this is an anti-toxin. After being eaten, you automatically pass the next Strength test you are asked to take due to being poisoned.

Hawkweed; 35F - this increases your PERCEPTION by two for one PERCEPTION check.

Shepherd's Purse; 10F - stops wounds from bleeding and thus restores two Health Points.

Mugwort; 25F - this allows you to carry on fighting until you reach -3 Health Points for one combat.

Bishop's Weed; 20F - this can be used to cure any disease (except lycanthropy!) that you have been infected with.

When you have finished here, you can either:

Visit the church; [turn to 206](#).

Return to van Achten's house; [turn to 420](#).



You pause to take a breath and listen carefully for the sounds of any more of the monstrosities in the crypt, but all is silent in the halls of the dead. You make a thorough examination of all the rooms in the crypt and find them empty of adversaries. In the room to the north, behind a pile of corpses, you find a hole in the wall where the ghouls must have gained access through. Stone and earth litter the floor nearby, and you do a makeshift job of filling in the hole.

You climb back up the stairs to find Danovich waiting for you. You tell him of your success and about the hole in the wall, which he says he will get sorted out straight away. 'I'm afraid I have no monetary reward to give you,' he says, 'but I have this, which has been in the church for many years.' He hands you a **silver crucifix**, which if you are mercenary enough to trade is worth 35F.

Danovich thanks you again, and you leave on the best of terms. You make your way to van Achten's house and when you arrive you recount what has happened since you last saw him. You are tired and retire to bed.

If this is the third night you have slept at van Achten's house, [turn to 61](#).

Otherwise, [turn to 320](#).

Stepping past the soil, you open the door to a cloistered garden, illuminated by the twilight sky. A statue of a chubby cherub sits in the middle of the space, its features weathered and marked. Around the statue are stone troughs in which plants grow. They look healthy, so someone must be looking after them. To the south is an archway, which you discover leads into the castle chapel. The pews in the chapel have been smashed and a wooden crucifix lies shattered and broken on the floor.

If you want to look at the plants more closely, [turn to 231](#).

If you want to enter the chapel, [turn to 434](#).

If you would rather return to the hallway, [turn to 359](#).

185.

You creep past the sleeping man, trying to remain quiet enough not to wake him. Roll 2d10.

If you roll equal to or less than your STEALTH score, [turn to 93](#).

If you roll greater than your STEALTH score, [turn to 321](#).

186.

At last Lady Katerina has been defeated! Irina runs over to you and you take the girl in your arms and comfort her as best you can. However, your work here is not quite done. You recall van Achten's instructions; you must cut off her head and drive a stake through her rotten heart to make sure that she is truly dead and cannot come back to life.

Any edged weapon will do for this purpose, or if you don't have one, you can use Katerina's sword.

If you have the **Dawnblade**, [turn to 51](#).

If you don't have this item, [turn to 59](#).

187.

The skulls crash to the floor and smash apart into small fragments. You turn your attention to the chest, which you discover opens easily. Inside are three items; a burnished copper bracelet, a tattered black cloak and an amber pendant on a silver chain.

If you want to put the bracelet on your wrist, [turn to 401](#).

If you want to put the cloak around your shoulders, [turn to 132](#).

If you want to put the pendant around your neck, [turn to 190](#).

If you would rather leave these alone, you can exit the room; [turn to 44](#).

188.

The liquid in the bottle has a very sweet, almost cloying taste. As you drink it, however, your body starts to shake and tremble; you have just imbibed a very strong poison!

Roll 4d6. If the total is greater than your Strength score, you perish in agony. If the total is less than or equal to your Strength score, you still take 2d6 Health Points of damage.

If you are still alive, and cursing yourself for falling for such an obvious trap, you consider what to do next.

If you want to return to the pit and climb down, [turn to 192](#).

If you would rather quit the undercroft altogether, [turn to 72](#).



189.

As you make your escape, you hear the shuffling of feet turn into a run and then the shadow creatures are on Sergei. You hear his blood curdling screams as he is torn limb from limb by the monstrosities but you dare not look back in case you are frozen in terror.

Trembling with emotion, you reach the end of the chamber of death. A simple stone door stands ajar and you push it fully open to confront whatever fate awaits you.

[Turn to 181](#).

190.

As you place the chain around your neck, it suddenly constricts as it tries to strangle you!

Roll 1d20; if you roll less than or equal to your Strength score, you break the chain and are free. If you roll higher than your Strength, you must deduct 1d6 Health Points, armour notwithstanding; you must continue trying to roll less than or equal to your Strength on 1d20, deducting 1d6 Health Points each time you fail, until you are either free or dead.

If you free yourself you can choose another treasure to examine.

If you want to put the bracelet on your wrist, having not already done so, [turn to 401](#).

If you want to put the cloak around your shoulders, having not already done so, [turn to 132](#).

If you would rather leave these alone, you can exit the room; [turn to 44](#).

191.

You clamber down into the river, its chill causing you to gasp. Plunging your head underwater, you discover a shallow hole in the river bank and find a pile of bones and a sack. Pulling the sack out, you climb out of the water before the cold has any further effect.

Opening the sack you find ten gold crowns, a small quartz worth 30F, and a further 19F. However, the cold causes you to lose one Health Point and leaves you feeling numb; deduct one from your Reflexes score until you have slept.

You continue onwards; [turn to 314](#).



192.

You lower yourself over the side of the pit and climb down.

Make a Reflexes check with a Difficulty Factor of 8

If you have any rope, you can tie it around the stone walkway, in which case the Difficulty Factor is 6.

If you succeed, you make it down to the bottom safely. If you fail, you fall to the bottom and suffer 1d4 Health Points of damage (reduced by two if you are wearing armour).

The bottom of the pit is unremarkable except for the presence of a rusty iron door on the east side which you couldn't see from above.

If you want to open the door, having not already done so, [turn to 6](#).

If you want to climb out of the pit, [turn to 108](#).

193.

As soon as you move to attack, the first wolf leaps to its feet with a howl which immediately wakes the other wolf. Both wolves have viciously sharp teeth; fight them one at a time in the narrow confines of the tunnel:

Monstrous Wolves (2) (3rd Rank) Attack 17, Fangs (d8, 6) AF 1 Defence 8 Movement 12m (25m) Magical Defence 1 Evasion 4 Health Points 18 each Stealth 15 Reflexes 11 Perception 11 (elfsight)

If you win, [turn to 163](#).



The bite of the werewolf can transmit the disease of lycanthropy. Roll 1d20; if you roll less than your Strength score, you have not been infected. However, if you roll equal to or greater than your Strength score, you have contracted lycanthropy! Each night you must deduct one Health Point (if you already have lycanthropy, deduct two Health Points each night!) as you feel feverish. The full moon is still two weeks away, but you need to find a cure before then or risk becoming a werewolf!

For now, [turn to 40](#).



The toad's body starts to melt away, seeping into the floorboards until all that is left is a patch of slime. You take the **red crystal** (it is worth 50F) and the key and head back downstairs. The key fits the lock in the trapdoor perfectly. You worry that it won't turn due to neglect and the passage of time, but there is a satisfying clunk as the trapdoor is unlocked. You pull open the door to find a flight of stairs leading down; the dungeon is in darkness and you will need a light source to see (if you don't have one, the tapestries and pieces of wood will do as a makeshift torch).

Retrieving the key from the lock, you descend the stairs. [Turn to 289](#).

196.

The women are overjoyed as you collapse to the ground unconscious and the last thing you hear is their laughs which are like the tinkling of tiny bells.

When you wake up, it is morning and you are still in the clearing. Of the Iele there is no sign and you wake feeling refreshed (restore one Health Point). However, you have been cursed; the next time you are in combat, in the first Combat Round, you will fumble what you are doing and suffer a four point penalty to either ATTACK or MAGICAL ATTACK.

Unaware for the time being of this affliction, you gather your equipment and make your way to Castle Drakenheim. Passing between the remains of the stone towers, you step foot on the drawbridge, which rocks and creaks alarmingly. You try not to think about the drop below you, but the drawbridge proves sound. At the end of the drawbridge is an archway leading into the castle and you walk beneath a mossy and rotten portcullis to be greeted by the people in the courtyard.

[Turn to 396.](#)

197.

The tunnel winds its way underground before opening out into another cavern. A once fine rug covers part of the floor and in the corner is a heap of cloth which might once have been an extravagant dress. A straw bed is against the far wall, and next to this is an iron cage, its door hanging open. Inside the cage is the body of a child, who judging by the wounds on her body must have suffered horribly before she died. You recognise the child as the ghost you saw last night.

Next to the cage is a box containing 73 florins, 6 gold crowns, a **sapphire** worth 60F, a **carved ivory** worth 70F and a **quartz** worth 50F.

If you want to take the body of the girl outside and bury her, [turn to 244.](#)

If you want to explore elsewhere, [turn to 449.](#)

Beyond the door you see a black cauldron over a fire, its contents bubbling and hissing. Yellow smoke rises from the cauldron towards the soot blackened ceiling. Two old women dressed in filthy robes are standing next to the cauldron, taking it in turns to stir the contents. As you enter, they stop cackling and turn to look at you.

'Ooh, new ingredients,' shrieks one of them. 'More food for the cats!' giggles the other. They draw daggers from their robes and you must defend yourself:

Witches (2) (4th Rank) Attack 12, Dagger (d4, 3) AF 0 Defence 6 Movement 10m (20m) Magical Attack 18 Magical Defence 8 Evasion 3 Health Points 10 each Stealth 14 Reflexes 10 Perception 6 (normal)

The witches will first attack with their spells as shown below.

First Combat Round: *Curse* (DW page 82); this is a MAGICAL ATTACK spell and if it succeeds you must adjust your dice rolls by two so that they are less favourable to you.

Second Combat Round: *Disease* (DW page 82); this is a MAGICAL ATTACK spell and if it succeeds you lose two Health Points each Combat Round until either you or both witches are dead.

Third Combat Round: *Shadowbolt* (DW page 83); this has a SPEED of 14 and if it hits you lose 2d6+10 Health Points (reduced by your Armour Factor).

Fourth and subsequent Combat Rounds: they will attack you both at the same time with their daggers.

If you want to retreat, you can do so by running back down the stairs; [turn to 79](#).

If you win, [turn to 378](#).



199.

The mace is a cursed object, only to be wielded by those who cause the deaths of innocents, either directly or as a consequence of their actions. Its last owner was the black hearted fiend at your feet, who destroyed the castle chapel. If you cannot resist a MAGICAL ATTACK of 18, you suffer 1d6+2 Health Points of damage (reduced by your Armour Factor).

If you are still alive, you drop the mace in disgust, and it strikes the floor with a loud clang.

If you want to examine the triptych, having not already done so, [turn to 126](#).

If you want to look at the plants in the garden, having not already done so, [turn to 231](#).

Otherwise, you return to the hallway; [turn to 359](#).

200.

The walkway is wide enough that you have no difficulty crossing it. Continuing along the passageway, you come to a dead end. At the end of the tunnel is an alcove, which holds a stoppered ceramic bottle. At the back of the alcove, the words 'Drink to reveal the treasure' have been carved.

If you want to drink the contents of the bottle, [turn to 188](#).

If you want to return to the pit and climb down, [turn to 192](#).

If you would rather quit the undercroft altogether, [turn to 72](#).

201.

What will you ask Radovan about?

To ask about the girl Irina, [turn to 71](#).

To ask about the whereabouts of Lady Katerina, [turn to 42](#).

To ask about other inhabitants of the castle, [turn to 410](#).

To ask about the rooms in the castle, [turn to 391](#).

The forest gradually recedes to the mountains to the north, leaving you walking through open moorland. Further along the road the path meets an icy blue river that flows from the mountains to the south; the road follows the north bank of the river as it burbles towards the town you can now see in the distance ahead.

Sergei tells you that the town of Inistrare, built along a bend in the Cortry River, is one of the few places where the inhabitants of this bleak land feel safe. There are town guards, and although the walls around the town are crumbling, they serve well enough to keep marauders away. There is a strict curfew though - anyone caught outside after dark risks a fine or a day or so in jail!

As you approach the town, you see it is built on the south bank of the river and a stone bridge leads from the road over the river to the town. The walls are indeed crumbling, patched up in places with large blocks of stone and piles of earth. At the end of the bridge are iron gates, which are shut. Two guards in grubby uniforms, each armed with long pikes, stand inside the gates. As you approach, they demand to know what you want.

Sergei quickly smooths things over and the guards open the gates, allowing you entrance to the town. Inside the walls, you see that the wooden buildings are huddled together along narrow streets. Sergei tells you that this is where you must part company, but he thanks you for your companionship on the journey. Before he goes, you ask him about Johannes van Achten, but he has never heard of him.

'However, if you need a place to stay,' he says, 'I can recommend the Jagged Snowfall Inn. Just head along the main street here, and you'll get to it soon enough.'

You bid farewell to Sergei and head off in the direction of the inn.

[Turn to 128.](#)



Taking a wide arc around the wagon across the scrubby moorland, you come to a wooded area to the south. According to van Achten, Elena lives at the side of a lake within the woods. It would be easier to find the lake if you followed the river, so you trek back west following the tree line until you reach the river once more.

You follow the river south through the trees along a wide path. It is then that you hear a howling from the woods. And then a huge black wolf, nearly as tall as you are, bounds out of the trees. Its red eyes burn with a cunning intelligence and its teeth look as sharp as knives. It is followed by two smaller companions, which dash around their leader like excited puppies. The wolves howl once more before running to attack:

Monstrous Wolf (3rd Rank) Attack 17, Fangs (d8, 6) AF 1 Defence 8 Movement 12m (25m) Magical Defence 1 Evasion 4 Health Points 18 Stealth 15 Reflexes 11 Perception 11 (elfsight)

Wolves (2) (1st Rank) Attack 15, Fangs (d4, 5) AF 0 Defence 3 Movement 12m (25m) Magical Defence 1 Evasion 3 Health Points 7 each Stealth 16 Reflexes 10 Perception 11 (elfsight)

If you win, [turn to 143](#).



The road leading from the village is little more than a muddy track heading west across bleak mist covered moorland. As you are leaving the village, you hear a voice call out. Turning, you see a young man running in your direction. He is dressed in a plain woollen tunic and carries a thin bladed sword by his side, although he doesn't appear to be threatening.

'Perhaps we can travel together?' he asks when he draws near. 'The roads can be quite dangerous.' You assume he wants protection, then. 'My name is Sergei, I have just been visiting my uncle but now I'm returning to Inistrare.'

He seems harmless enough, so you tell him that he can walk with you. He does prattle on a bit, but stays just the right side of being annoying.

Further along, the track heads alongside the southern border of a forest. Great dark conifers march from the mountains to the north. 'Ah,' says Sergei, 'the Paianjen Woods. Not a place to be entered lightly. All sorts of monsters are said to lurk in there!'

Nevertheless, there is a distinct path leading into the forest.

If you want to enter the forest, [turn to 293](#).

If you would rather continue along the track, [turn to 171](#).



205.

The floor collapses beneath you, and you fall into a narrow chute. You tumble downwards, bashing yourself on the sides of the shaft, until you are deposited onto the floor of a small room. Deduct 1d8 Health Points (reduced by your Armour Factor) for the battering and the fall.

If you are still alive, you look around and see that you are in a cell; the room is bare and there are iron bars in place of the south wall. Fortunately, there is also an open barred door, and so you pick yourself up and consider your options. The shaft is a good two metres above your head and too high up to reach, so you step out of the cell and into a corridor heading west to east. Patrolling this area is one of the skeletal castle guards and as it spots you, it seems to grin before attacking you with its halberd:

Death Warden (5th Rank) Attack 17, Halberd (d10, 5) AF 3 Defence 10
Movement 12m Magical Defence 10 Evasion 3 Health Points 18 Stealth 13
Reflexes 10 Perception 11 (darksight)

If you are wearing a **bat pendant**, then the guard goes berserk; add one to its ATTACK and deduct three from its DEFENCE.

if you win, [turn to 390](#).

206.

You approach the church, which has a decaying steeple and cracked stonework. A rusty iron fence surrounds the church and the graveyard set to the side. The entrance to the church is a pair of old wooden doors.

If the priest here has given you a crucifix, [turn to 228](#).

If not, [turn to 92](#).



Ahead you can see the Felhous Peaks, the tops of the mountains covered in cloud. You hurry on your way, not wanting to be exposed out on the moorland during the night. Fortunately, you have no further problems and you reach the foothills just as dusk falls. You find a suitable spot to camp for the night beneath a rock outcropping and start to make yourself comfortable. As night is drawing in, you see a ghostly figure of a blood soaked child appear through the rock!

You suffer a Fright Attack of 1d12 intensity. If the Fright Attack succeeds, you are frightened to death and your adventure ends here.

If the Fright Attack fails, the ghost speaks to you in a quiet timid voice. 'Please help me,' says the ghost, who can't have been more than seven or eight years old when she died. 'The old women took me and I can't find my way home.'

With her request given, the ghost starts to fade from sight and you are once again alone. Pondering on her words, you resume making camp.

If you have some means of producing fire (such as magic or a flint and tinder), then although it is a while before sleep claims you, you have a comfortable night's rest and can restore one Health Point. If not, it is too cold to sleep properly and your rest does not restore any Health Points and you wake up irritable.

In the morning, you look for the path leading up to the hag's cave and find it without too much searching. The cave, when you discover it, is blocked off by a wooden frame in which there is a door. A rabbit's foot and a wolf's tail have been nailed to the door, both of which are decaying and smell awful. You step up to the door and bang on it with your fist. You hear the shuffling of feet and whispering voices, and then your knocking is answered, but what you see as the door creaks open isn't what you expected.

[Turn to 232](#)



208.

The mechanism behind the lever is old and corroded and it takes an effort to push it up. Eventually you manage to do so and there is a clanging and clattering noise behind the stone wall. Then a section of the wall to the east slides down with a great deal of shuddering and eruption of dust to reveal another tunnel. You follow this as it inclines to the north and then comes to another door.

[Turn to 85.](#)

209.

The innkeeper directs you to your room, which has a rough wooden chair and a straw-filled mattress. Judging from the noises downstairs, some sort of conclusion seems to have been reached about what to do about the grave, so you turn in for the night.

An hour later, you are woken from your slumber by the banging of the shutter. Someone - or something - is trying to get in! You are still half asleep when the shutter slams open, and silhouetted against the moonlight you see a hideous sight. It is a floating disembodied head, with bat-like wings protruding from behind its ears. A single horn sprouts from its forehead and as the monster flaps towards you, you feel the tingling of a magical spell being cast at you.

You are under attack from a spell with a MAGICAL ATTACK of 13. If the spell succeeds, you are paralysed and cannot move as the creature moves in for the kill. Your adventure ends here. If the spell fails, the creature lunges forwards to attack you with its horn; note that you are currently not wearing armour:

Death's Head (6th Rank) Attack 16, Horn (d10, 4) AF 3 Defence 18 Movement 30m Magical Defence 7 Evasion 7 Health Points 6 Stealth 14 Reflexes 12 Perception 13 (panoptical)

The Death's Head is not affected by *Hold Off the Dead*.

If you win, [turn to 268](#).

210.

Miroslav hefts his enormous sword. 'Such a waste,' he murmurs. Resolve this combat:

Miroslav (7th Rank) Attack 20, Two-handed sword (d10, 5) AF 5 Defence 14 Movement 10m (20m) Magical Defence 10 Evasion 6 Health Points 20 Stealth 15 Reflexes 15 Perception 8 (normal)

If you win, [turn to 312](#).

211.

The guards lay dead, but has anyone from inside the caves been alerted to your presence by the noise from the fight?

Roll 1d20, adding 2 to the roll if you used ranged weapons or spells before fighting the guards.

If you roll greater than six, then you wait with bated breath but the coast remains clear; [turn to 212](#).

If you roll equal to or less than six, then an even burlier barbarian charges out of the cave; [turn to 458](#).

212.

You cautiously cross the clearing and enter the cave which is lit by torches held by sconces on the walls. The cave is empty, but a tunnel leads west further underground. Following this, you see further openings leading into other parts of the complex; one to the south and another one to the north. Looking west, the tunnel continues onwards until it reaches a T-junction.

If you want to explore to the north, [turn to 381](#).

If you want to explore to the south, [turn to 164](#).

If you would rather continue west, [turn to 399](#).

213.

As you approach the wagon, a man dressed in brightly coloured clothes and sporting an impressive moustache appears from round the side.

'Hello there my friend!' he greets you with a broad smile. 'You are most welcome to join us for a drink. Oh, put those down, our new acquaintance isn't going to attack us.' This last remark is directed at two other men who have appeared, both wearing armour and both aiming crossbows at you.

If you wish to join the men for a drink, [turn to 278](#).

If you would rather be on your way, [turn to 74](#).

If you want to attack the men, [turn to 98](#).

214.

You slam the door behind you just before the hound crashes into it. It seems to recover quickly enough and starts barking again. You leave it to it and continue along the tunnel you have entered, which bends around to the south before arriving at a flight of steps heading down. You follow the steps down to be greeted by a grisly sight.

[Turn to 294](#).

215.

The clear liquid has no flavour but is in fact a strong poison! Roll 4d6 as you clutch your belly in agony; if the total is greater than your Strength score, the poison proves fatal and your adventure ends here. If the total is equal to or less than your Strength score, you still lose 2d6 Health Points. If you are still alive, you curse the witches and consider what to do next.

If you want to drink the yellow liquid, [turn to 167](#).

If you want to descend the stairs, [turn to 79](#).

216.

There are over two dozen earth mounds, each one apparently a criminal's grave. At least five of these graves have been disturbed, revealing an empty hole where a body once rested. Maybe Sergei's tale of the animated dead is correct.

Lying in one of the empty graves is a small wooden box, finely carved but covered in dried blood. Rusted hinges allow the lid of the box to open.

If you want to open the box, [turn to 249](#).

If you want to climb up the gibbet to look at the corpse, having not done so already, [turn to 419](#).

If you would rather continue along the road, [turn to 202](#).

217.

The armour collapses to the floor, separate pieces clattering all around the room. You take the **red crystal** (it is worth 50F) and the key from the bench and head back downstairs. The key fits the lock in the trapdoor perfectly. You worry that it won't turn due to neglect and the passage of time, but there is a satisfying clunk as the trapdoor is unlocked. You pull open the door to find a flight of stairs leading down; the dungeon is in darkness and you will need a light source to see (if you don't have one, the tapestries and pieces of wood will do as a makeshift torch).

Retrieving the key from the lock, you descend the stairs. [Turn to 289](#).



You tell van Achten it is time that you were heading for Castle Drakenheim. You check all your equipment and thank van Achten for all his assistance in getting you this far.

'I have one more thing you need to know before you set off,' says van Achten. 'I have found out why Lady Katerina talks to you as if she knows you. She seems to believe that you are the spirit of her long deceased lover, reincarnated in this body of yours. You aren't the first either! Every few years, it appears that she becomes fixated with an individual, convinced that her lover has returned to her.'

'Where does she get these ideas from?' you ask.

'To understand a bit more, you should know how Lady Katerina's first lover, a local girl whose name has vanished into the mists of history, came to perish. In her quest for immortality, the Lady made a pact with the devil who would grant her what she desired; but the price for everlasting life was that when she became immortal, Katerina must kill the first living thing she encountered. The bargain was struck, and the Lady made preparations. The day before the appointed night, she sent away all her servants, and made sure that her lover was far away. She kept a stray cat in her room, ready to kill the animal when she awoke as an immortal.'

Van Achten pauses. 'Obviously, things didn't quite work out as the Lady wanted.'

[Turn to 379.](#)





219.

Supper is served in the dining hall, and is held in silence apart from a monk reading aloud from a book about one of the saints of Hudristania. You are seated with Father Valentin, together with another guest at the abbey. You look at the other guest curiously, as his appearance suggests that he is from lands far away. The food, a thin soup of vegetables, is meagre but warm (restore one Health Point).

After supper, you are invited to the abbot's rooms, together with the other guest and the prior, a hard faced man who looks at you suspiciously. You are offered a glass of plum brandy, which turns out to be very strong!

You now have a chance to speak to the men here. If you want to talk to:

Valentin, [turn to 302](#).

The prior, [turn to 84](#).

The other guest, [turn to 90](#).



The spirit that dwells here balances your actions since coming to Hudristania, and finds in your favour. Your quest is a noble one and the vestige of the war god rewards you in a suitable fashion. You gain the following benefits, each of which you may use once each day; each effect lasts for one combat. You can only use one of these powers in each combat.

Armour of the gods: a fragment of Hadur's legendary armour infuses with your own. You may increase your Armour Factor by one.

Lightning fast reactions: you can choose to go first in any Combat Round, regardless of Reflexes score.

Weapon of the gods: your weapons are charged with the power of the pagan weaponsmith. You may add one to your Armour Bypass Roll.

Supernal combatant: you may add one to your ATTACK and (if applicable) MAGICAL ATTACK score.

Having been imbued with such power, your head swims and you begin to lose consciousness. [Turn to 235](#) .



The hallway widens out into a large double height room. There are archways in the east and west walls, and to the north there is a large stone block. Looking more closely at the block, you deduce that this was some sort of altar to the god of war, as the sides are carved with depictions of all sorts of weapons.

As you are wondering what to do next, you see a ghostly figure wreathed in blue fire appear in the air before you. As it floats towards you, you can just determine the features of a once beautiful woman, now contorted in anger. The spirit's mouth opens unnaturally wide and you can just make out a keening noise coming from it.

You are subject to a Fright Attack of 1d8 intensity. If the Fright Attack succeeds, you are literally scared to death and your adventure ends here. If the Fright Attack fails, you must now confront the spirit of the Lady's spurned lover:

***Spurned Lover (5th Rank) Attack - (see below) AF 0 Defence 5 Movement 15m
Magical Defence 11 Evasion 4 Health Points 10 Stealth 10 Reflexes 13
Perception 13 (darksight)***

The spirit can only be harmed by magical weapons or the spells *Hold Off The Dead* or *Banish*. Its attack is a *Death* spell, which it builds up to over the course of three Combat Rounds, during which the keening sound gets louder and more ear-piercing. After three Combat Rounds, it will unleash its spell in a deafening shriek. Roll 3d10 for the Magical Attack of this spell. If the spell succeeds, your soul is devoured by the spirit and your adventure ends here.

If the spell fails, or you win, [turn to 226](#).



222.

You are in the servants hallway, with two doors on the west wall, a door on the east wall and an archway leading south to the entrance hallway.

If you have finished here and want to return to the entrance hallway, [turn to 350](#).

If you want to explore further and haven't done so already, you can:

Go through the first door to the west; [turn to 58](#).

Go through the second door to the west; [turn to 415](#).

Go through the door to the east; [turn to 426](#).

223.

You can visit any of the shops you noticed on your first visit to Inistrare. You can purchase anything from the Adventuring Gear section, DW page 134 and from the Weapons section, DW page 134. You can buy rations for 1F each from various shops and stalls.

On your walk around the cobbled streets of the town, you see a stone built church and notice that the apothecary is open.

If you want to enter the apothecary, [turn to 9](#).

If you want to visit the church, [turn to 206](#).

If you have finished, you can return to van Achten's house; [turn to 420](#).

224.

You leave the women cackling behind you. 'Come again soon!' shouts the tall one. You start your return journey, no wiser as to the secrets the witch could have told you, but at least you haven't sunk to their level of depravity.

Your trek across the moorland is uneventful and there is no fog to confound you this time. The skies remain overcast, and it seems like weeks since you have last seen the sun properly. Eventually you reach Inistrare and you are walking along its narrow streets when you are accosted by a wild haired man dressed in black. [Turn to 150](#).

225.

The man shrieks when you attack him and starts throwing flasks and bottles at you:

***Alchemist (4th Rank)** Attack 12, Alchemical fluids (see below) AF 0 Defence 6 Movement 10m (20m) Magical Defence 8 Evasion 3 Health Points 10 Stealth 14 Reflexes 12 Perception 6 (normal)*

The alchemist attacks by throwing various containers of his preparations at you (this is a thrown weapon at short range), with the following effects if you are hit:

First Combat Round: elemental toxin; roll 4d6 and if this is greater than your Strength, you are fatally poisoned and your adventure ends here. If you roll equal to or less than your Strength, you still suffer 2d6 Health Points of damage.

Second Combat Round: extract of spider silk; entangles you so you need to spend your next action cutting it free and can't attack.

Third Combat Round: corrosive slime; inflicts 1d8 Health Points of damage (no reduction for armour) and reduces your Armour Factor by one.

Fourth and subsequent Combat Rounds: liquid fire; inflicts 2d6 Health Points of damage, reduced by your Armour Factor.

If you win, [turn to 342](#).

226.

With a howl, the spirit vanishes. You take a moment to look around the temple and see that the archways lead to further hallways. However, you don't find any treasure in this room, and the altar is a solid stone block.

If you succeed on a PERCEPTION check, [turn to 411](#).

If not, you can either:

Go through the archway to the east; [turn to 346](#).

Go through the archway to the west; [turn to 227](#).



227.

The archway leads to a passageway heading north to south. Opposite the archway, a flight of stone stairs descend to a lower level. There are doors on the west wall of both the north and south sections of the passageway. You can't hear anything from the door to the south, but from behind the door to the north you can hear the sound of raised voices and smashing glass.

If you want to go through the door to the south, [turn to 165](#).

If you want to go through the door to the north, [turn to 23](#).

If you want to descend the stairs, [turn to 43](#).

228.

The doors of the church open with a groan to reveal a musty interior, with wooden pews leading up a central aisle to the pulpit. Here you find Donavich, the priest you helped out earlier. He waves you a cheery greeting as he sees you.

If this is your first visit to the church, then the priest engages you in lively conversation for a while and then gives you a blessing, which allows you to re-roll one die roll, and then it is used up. You can only have one blessing at a time.

If this is your second or subsequent visit, the priest chats with you for a while and then, in an embarrassed manner, raises the issue of church upkeep. 'The rafters are sagging,' he says, 'and the roof is leaking.' You can obtain a blessing (as above) for a donation of 15F.

When you are finished here, you can:

Visit the apothecary; [turn to 9](#).

Return to van Achten's house; [turn to 420](#).

229.

The corridor heads east for a few metres beyond the cells before ending at an iron door, pitted with rust. The door squeals in protest as you push it open to reveal a grisly sight beyond. [Turn to 294](#).

The tunnel opens up, not into a cavern, but into a well appointed room with walls constructed of blocks of masonry and hung with faded tapestries. There is a comfortable looking bed against one wall, next to which sits a wooden chest banded with iron. A man, his black hair slicked back and wearing fine looking clothes, lounges on a well padded chair. His handsome face turns into a snarl as you enter the room.

'How dare you profane our home with your unworthy presence!' he shouts.
'You will pay for your insolence with your life!'

The man rises, but instead of attacking you he starts to transform. His body swells in size and his clothes tear apart, revealing black fur bursting across his form. You hear the cracking of bones as they break and reform and his face seems to melt. His teeth fall out and his snout extends to hold the long fangs erupting from his gums. At last his transformation is complete and before you stands a huge black wolf with intelligent but malign glowing red eyes. The werewolf leaps towards you and battle is joined!

***Alpha Werewolf (7th Rank)** Attack 20, Fangs (d8+2, 6) AF 1 Defence 11
Movement 12m (25m) Magical Defence 6 Evasion 7 Health Points 36 Stealth
15 Reflexes 13 Perception 11 (elfsight)*

You have two Combat Rounds while the werewolf is in transition during which the effective DEFENCE and EVASION of the monster is zero.

The werewolf takes only half damage from non-magical weapons or weapons not made from silver.

If you win but were wounded by the werewolf, [turn to 194](#).

If you win and were not wounded by the werewolf, [turn to 40](#).



231.

Many of the plants have brightly coloured flowers which look oddly out of place in this dour castle. Certainly they have been well tended. You find one plant with a long stalk and bright yellow flowers which you recognise as Henbane. Eating the leaves of this plant may be beneficial, although you cannot be sure. It may even prove dangerous.

If you want to try eating some Henbane, [turn to 124](#).

If you want to enter the chapel, having not already done so, [turn to 434](#).

If you would rather return to the hallway, [turn to 359](#).





Standing in the doorway are three old women in flowery dresses and aprons. The first is a jolly plump woman with rosy red cheeks, the second is a smiling gangly lady, her apron covered in flour, while the third is short and walks with a cane. The shorter one speaks first.

'Lawks, we have a visitor,' she says cheerfully, 'and what a fine specimen they are!' The other two nod their heads enthusiastically. 'And why would you be wanting to see three old ladies, dearie?' asks the taller one.

'You can cut that out right away,' you answer, 'and tell me which one of you was Lady Katerina's fortune teller?'

The smiles on the faces of the three old women freeze and then they go into a huddle, whispering to each other. Then the rosy faced one steps forward.

'I was,' she says in a cold voice, 'and what of it?'

'I was led to believe, old crone, that you can tell me the secrets of Castle Drakenheim. What do you say to that?'

The woman cackles. 'Oh, you're a brave one aren't you? I could tell you, but we need a service doing first.' At this, the shorter one leers at you and rubs her cane suggestively. You shudder at the thought.

'No, not that, for our wells dried up years ago!' laughs the plump woman, seeing the look on your face. Then she becomes serious. 'Listen, and listen carefully. We like children, for they bring us joy, but they don't like to come to us. We can't think why. Bring us a child and I'll tell you what I know, which is innumerable as Castle Drakenheim holds many secrets.'

If you want to agree to the witch's request, [turn to 107](#).

If you want to attack the three old women, [turn to 78](#).

If you would rather just walk away, [turn to 224](#).

233.

You are stripped of your weapons, armour and possessions and given a dagger (d4, 3) to fight with. Note that you cannot use any items you may have and your Armour Factor is zero. You and the red haired man face each other and you must fight:

***Murdered Boy's Father (4th Rank)** Attack 17, Dagger (d4, 3) AF 2 Defence 9 Movement 10m (20m) Magical Defence 6 Evasion 5 Health Points 16 Stealth 14 Reflexes 12 Perception 6 (normal)*

If you attempt to use magic, [turn to 266](#).

If you win, [turn to 4](#).

234.

You hear a creaking as the floor starts to shift. Yet another trap awaits you in this corridor.

Roll 2d10 and add your EVASION. You succeed in avoiding falling if the total is greater than 15.

If you succeed, you make it to the door before the floor collapses; [turn to 85](#).

If you fail, you fall a short distance before splashing into water; [turn to 409](#).

235.

You wake groggily to find yourself in completely different surroundings; gone is the heat of the forge and the underground crypt, to be replaced with velvet seats and the countryside rushing by. Disorientated, you struggle to full consciousness and realise that you are in a coach hurtling along the road. Peering out of the window, you see two large black horses snorting and sweating as they pull the vehicle along at tremendous speed. There is no sign of a driver. You briefly consider opening the door and throwing yourself out, but to do so would be suicidal given how fast you are moving. You sit back and see a bottle in the coach, with a note attached. The note reads:

'My dear;

I nearly lost you there! I hope you don't mind my presumption that you would want to see me as quickly as possible, and so I sent my coach to carry you to me. Don't worry, it is perfectly safe! I've also provided you with a small bottle of plum brandy from my own stores. Please sit back and enjoy the ride!

Ever yours, K'

The bottle does indeed contain plum brandy, which will restore two Health Points when you drink it. As it is now morning again, you may recover any Magic Points. If you lost any Strength points in your fight with the undead priest, these are also now restored.

In a blur, you cross a bridge over the Cortry River and see ahead the Drakenheim Mountains. The coach passes through the Paianjen Woods, following a narrow trail. Branches whip against the coach as it careers up the path through the forest. You can see the track leads in a series of hairpin bends up the sides of the mountain. Despite the narrowness of the track and the precipitous drops, the horses don't slow and are as surefooted as ever. Presently the trees thin out and the coach reaches a narrow drawbridge guarded by two shattered stone towers. The old wooden drawbridge spans a deep ravine and leads to your destination: Castle Drakenheim.

The sight is awe-inspiring. Perched on a rocky crag, the castle looms over you; from here you can see an imposing keep beyond a courtyard, with a single tower rising to the north. Stone gargoyles stare at you from the heights, their mouths fixed in hideous grins.

The coach doesn't slow but thunders over the drawbridge, which rattles and creaks alarmingly, and then through a gatehouse before coming to a halt in the courtyard of the castle. You open the door of the coach and clamber out to be greeted by the people in the courtyard.

[Turn to 396.](#)

236.

You recognise the taller of the two men as Harkus, who helped you last night. When he sees you, he beckons you over excitedly and introduces you to the priest. 'This is the brave soul who defeated the monsters last night!' says Harkus to the priest.

'God's work, my child,' says the priest. 'Alas, I have no reward for you, but allow me to bestow a blessing on you.' The priest's blessing allows you to re-roll one die roll, and then it is used up.

You tell the men about your next quest. At the mention of Lady Katerina, the priest crosses himself. 'The very spawn of the devil!' he hisses. 'Good luck on your mission, my child.'

You bid the men farewell and continue on your way. [Turn to 81.](#)

237.

It is bitterly cold in the fog, but van Achten's cloak keeps the worst of the chill away. Eventually the mist starts to swirl and part and you feel safe enough continuing on your journey, but the noise you heard earlier comes closer still; you hear hoof beats on the ground and the clatter of what sounds like stones being knocked together. Then from out of the mist bursts a skeletal horseman, his bony steed rearing up as they near you. The skeletal rider is dressed in tattered clothes, and the saddle upon which he sits is old and worm eaten. However, the pick he wields is strangely uncorroded and he attacks you with it ferociously:

Skeletal Rider (5th Rank) Attack 17, Pick (d10, 3) and Bite (d8, 4) AF 0 (2 vs stabbing weapons such as spears and daggers)) Defence 5 Movement 15m (30m) Magical Defence 4 Evasion 4 Health Points 24 Stealth 12 Reflexes 10 Perception 7 (gloomsight)

Treat the horse and rider as one creature, which attacks with both pick and bite in the same Combat Round. The skeletal rider takes half damage from fire based attacks. If you win, [turn to 442.](#)

238.

You walk around the edge of the room, expecting a trap at any minute. However, despite your apprehension, no trap materialises. You approach the chair.

[Turn to 387.](#)

239.

'I am sorry, my friend,' says the man, 'but we need to be getting ourselves off. Good luck if you decide to deal with them yourself.'

You shrug. It was worth a try.

If you decide to go back to the witch's cave and confront them, [turn to 436.](#)

If you would rather head back to Inistrare, [turn to 106.](#)

240.

As it is defeated, the spectre fades from sight until again you are alone in the room. You bend to pick up the talisman, which is made of a light silver metal. You see that it has lines etched into it between opposite vertices, and a leather thong is attached to it. You place the **Ataraxia Talisman** around your neck. There are no immediate effects and you hope van Achten is correct about its supposed power. Investigating the archway in the south wall, you discover that there is no way through here; the stones in the archway are sealed tight.

If you used the **Dawnblade** to defeat Dragomir, [turn to 243.](#)

If not, [turn to 347.](#)



The tunnel continues ahead until you reach a fork. To the west, the tunnel is not lit and is in darkness; you cannot see further than a few metres along it. The sound of running water is coming from further along the north branch.

If you want to explore to the west, [turn to 260](#).

If you want to continue heading north, [turn to 80](#).

If you would rather return south, [turn to 34](#).

242.

Katerina sighs sorrowfully. 'Must I wait for eternity?' she asks, and then draws her sword. The vampire is as fast as lightning and you will need all your wits to survive this terrible battle.:

***Lady Katerina Holtz (8th Rank)** Attack 23, Sword (d8+2, 6) AF 4 (and see below) Defence 17 Movement 10m (20m) Magical Defence 11 Evasion 7 Health Points 30 Stealth 15 Reflexes 18 Perception 8 (panoptical)*

Non-magical weapons only cause half damage to vampires.

If you have either of the following items, you may want to use them to aid you in this fight:

If you have any **mountain garlick**, [turn to 340](#).

If you have a **crucifix**, [turn to 322](#).

If you win, [turn to 186](#).



243.

You are about to leave Dragomir's tomb when you see that there is an opening in the north wall; it definitely wasn't there before! Looking through the opening, you see a tunnel beyond, leading upwards. Is that daylight you can see at the end?

If you want to go through the newly discovered tunnel, [turn to 138](#).

If not, [turn to 347](#).



244.

You carefully lift the girl out of the cage; she weighs very little and you cradle her in your arms. Taking her outside, you find a suitable patch of earth away from the cave and begin to dig.

Eventually you have dug a big enough grave and gently lower the girl into it. You push the earth over her and find a few stones as a makeshift headstone. As you finish your task, you see the ghost of the girl appear before you once again. No longer covered in blood, the girl says nothing but manages a brief smile before vanishing.

The girl has given you a blessing, which allows you to re-roll one die roll, and then it is used up. You can only have one blessing at a time.

If you now want to return to the cave to explore further, [turn to 449](#).

If you would rather return to Inistrare, [turn to 246](#).

245.

The ooze splashes back to the floor, defeated. Taking care not to step on its remains, you examine the skeleton and find it stripped bare of clothes and flesh. Lying under the skeleton are some coins, although many have corroded and only twenty five gold crowns remain. You can take these if you wish before heading down the corridor which heads east for a few metres beyond the cells before ending at an iron door, pitted with rust.

The door squeals in protest as you push it open to reveal a grisly sight beyond.

[Turn to 294.](#)

246.

Leaving the witch's cave, you turn yourself to face north and start on the return journey back to town.

Your trek across the moorland is uneventful and there is no fog to confound you this time. The skies remain overcast, and it seems like weeks since you have last seen the sun properly. Eventually you reach Inistrare and you are walking along its narrow streets when you are accosted by a wild haired man dressed in black.

[Turn to 150.](#)

247.

As you pick up the staff, your body convulses as eldritch energy courses through you.

You are subject to a MAGICAL ATTACK of 20. If this attack succeeds, you lose 4d6 Health Points (armour notwithstanding).

If you are still alive, you eventually manage to drop the staff. Obviously it is attuned solely for Radovan's use. With nothing else to do in the room, you return to the hallway.

[Turn to 443.](#)

248.

As soon as you open the chest, a spear head shoots out from a concealed compartment. The spear has a SPEED of 16. If you do not evade the spear, then you are hit for (2d4, 4) Health Points of damage. The spear is also poisoned, so roll 4d6 and if you roll greater than your Strength score, you are overcome by the toxin and your adventure ends here. If you roll equal to or less than your Strength score, you still take 2d6 Health Points of damage.

If you are still alive, you examine the contents of the chest and find a fine looking **ruby** worth 30F and 25F in coins.

Taking the treasure with you, you head off down the path. [Turn to 116.](#)

249.

The lid of the box opens to reveal a large moth, as big as your hand. It is a mottled brown colour and on its back is a staring white skull. You think the moth must be dead, but suddenly its dusty wings flutter and it flies straight at your face! You drop the box in surprise and bat the insect away, and it flies off into the woods.

Sergei shrugs. 'Such things are not uncommon in this land,' he says. If you want, you can take the **wooden moth box** with you.

If you want to climb up the gibbet to look at the corpse, having not done so already, [turn to 419.](#)

If you would rather continue along the road, [turn to 202.](#)

250.

The men grudgingly make space for you around the table and the cards are dealt. You can bet up to 10F in total and if you win you get double your stake back (so if you bet 2F, you get the 2F back plus another 2F).

To see if you win, roll 1d20 and add your Intelligence score. If the total is higher than 22, then you win; if the total is 22 or lower, you lose.

While you are playing, you ask the men what they are doing here and they tell

you jokingly that they are searching for hidden treasure. They don't seem interested in your motives at all. Once you have finished here, you bid the men farewell and head east.

[Turn to 144.](#)

251.

'Ah, yes, the infamous Temple Of Hadur. Long since ruined and up until recently, deserted. You may have heard about how Saint Waltar defeated the priest of Hadur in the temple, but the priest refused to stay dead. Local legend has it that the priest still inhabits the temple, trying to enact ancient rites. It is said that if you can penetrate into the heart of the temple and drink from Hadur's well then you will be granted great power. Or death, or madness. It depends.'

'What is Hadur's well?' you ask.

'In the temple is a forge, and the well was used to draw water to quench the hot metal. But as I say, it is only a rumour. What I do know as truth are two things. First, the ghost of a spurned bride of Lady Katerina haunts the temple. She threw herself from the walls of Castle Drakenheim when the Lady grew bored of her, and the spirit of the woman went to the temple hoping for some power to bring her back to life. She's still there. Second, a group of roamers have recently been seen entering the temple. Only last week, in fact. They seem to have set up camp there, but as to their intentions? I do not know. Maybe treasure hunting? Although I wouldn't touch any treasure in that cursed place.'

You consider what van Achten has told you. It might be worth a visit to the temple, if only to drink from the well. Perhaps after you have finished van Achten's quests, you think. For now, note the word *sigil* on your Character Sheet.

If you want to restock your supplies in the town, [turn to 223.](#)

If you want to learn more about the items and information van Achten has told you about, [turn to 178.](#)

If you think you are fully prepared and want to head to Castle Drakenheim now, [turn to 218.](#)

252.

The door opens to reveal the castle library. Shelves line the walls, each holding several books. A table and chair sit in the middle of the room, presumably for people to sit and read. You have a look at a few of the books; some are historical texts, while others seem to be fictional works.

If you want to study some of the books further, [turn to 292](#).

If you want to return to the hallway, [turn to 317](#).

If you want to climb the stairs in the drawing room, [turn to 153](#).

253.

'No visitor's today, thank you,' says the man behind the door. The panel is closed and footsteps recede from the door. You are not getting in here, so it is time to look elsewhere.

[Turn to 81](#).

254.

There are many different types of plants here, some of which you don't recognise. However, some of these might be of use to you in your adventure. Choose one of the following that you haven't already examined:

If you want to look at a thorny shrub bearing small black fruits, [turn to 110](#).

If you want to look at a plant that has purple leaves and yellow and red flowers, [turn to 267](#).

If you want to look at a plant that has a long stem from which sprout blue flowers, [turn to 88](#).

If you haven't already done so and want to bathe in the pool, [turn to 96](#).

If you want to leave the grotto, [turn to 448](#).

255.

'Why don't you come with me?' you ask the man. He looks doubtful, and one of the women grabs his arm and whispers to him. You will have to use all your powers of persuasion.

Make a Looks check with a Difficulty Factor of 12

If you are successful, [turn to 279](#).

If you fail, [turn to 239](#).



256.

You fetch a torch from the hallway to illuminate the room and help you in your search, but the buzzing of the flies and the tremendous smell distracts you. In fact, you start to feel distinctly nauseous.

Roll 3d6. If the total is equal to or less than your Strength, you manage to keep your food down. If the total is greater than your Strength, you are violently sick and must deduct 1d4 Health Points.

It is time you were leaving here, so you return to the hallway. [Turn to 317](#).

257.

The inn is nearly empty, save for the innkeeper and a visitor dressed in a long red cloak lined with fur. The innkeeper seems petrified of the newcomer, and is cringing against the bar.

The visitor is a beautiful woman of early middle age. Her features are perfect, from her fine nose to her arresting green eyes. As you enter the inn, she speaks to you in a low husky voice.

'Hello again, my beloved. How valiant of you to help out these poor villagers with their little - ahem - problem! It has been such a long time since I have seen such selflessness. Maybe you are the hero this land needs! I am sure we will see each other again presently but for now, my love, farewell.'

The woman turns on her heels and is gone out of the door. Chasing after her you see nobody outside, the only movement being that of a bat fluttering away. You head back inside to get answers from the innkeeper but he is still a blubbering wreck. You decide to retire to bed - which you discover is a straw-filled mattress in one of the upstairs rooms - and seek answers in the morning. Your mind awl with the visitor's words, you fall into an uneasy sleep.

[Turn to 86.](#)

258.

The guard clatters to the floor, its halberd skittering away. A pair of bats, disturbed by the noise, flutter up the stairs but otherwise the racket has not attracted the attention of anything else. You enter the chamber through the archway to find yourself in the castle tower; stone stairs here lead both further up into the tower and down into the castle.

If you want to climb up the stairs, [turn to 336](#).

If you want to head down the stairs, [turn to 79](#).



'Oh thank you, my friend,' says the beggar. 'Not many people are as generous! They don't like beggars, even ones with such an illustrious background as myself. I lost these legs fighting a dragon! Huge, fire breathing red dragon flew down from the mountains to terrorise us! I nearly had the better of it, but it caught me in its jaws. I was lucky to survive! Not that anyone around here is grateful for my efforts.'

'That's because you're a liar,' says a voice from behind you. It is a town guard. 'Broke both his legs falling from a window when he was trying to burgle a house,' says the guard, 'and so we decided to amputate them as punishment, rather than trying to mend them and then punishing him anyway.'

'Undeserved it was!' shouts the beggar, but the guard threatens him with his sword and the beggar scoots off on his trolley. You shrug and head for van Achten's house.

[Turn to 343.](#)

Heading down the darkened tunnel, you see ahead of you a pair of glowing red pinpricks of light, about a metre from the floor. Then you hear a snarl as the pinpricks of light get bigger, and the heavy footprints of a large animal heading at speed towards you!

Suddenly, an enormous grey wolf bursts from the darkness, its slavering jaws holding razor sharp teeth with which the werewolf hopes to rend you:

***Monstrous Werewolf (5th Rank)** Attack 19, Fangs (d8+2, 6) AF 1 Defence 10 Movement 12m (25m) Magical Defence 5 Evasion 6 Health Points 28 Stealth 15 Reflexes 12 Perception 11 (elfsight)*

The werewolf takes only half damage from non-magical weapons or weapons not made from silver.

If you win but were wounded by the werewolf, [turn to 406.](#)

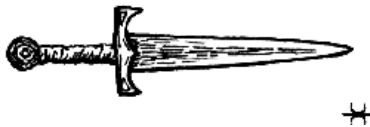
If you win and were not wounded by the werewolf, [turn to 355.](#)

261.

As you approach, the undead guard animates and grasps the halberd in its two bony hands, ready to do battle. The glint in its eyes flare as it stalks towards you:

Death Warden (5th Rank) Attack 17, Halberd (d10, 5) AF 3 Defence 10 Movement 12m Magical Defence 10 Evasion 3 Health Points 18 Stealth 13 Reflexes 10 Perception 11 (darksight)

If you win, [turn to 258](#).



262.

The door creaks open into a dark room; shutters on the window block out the light from outside. In the torchlight from the hallway you can just see that the room is full of clutter, piled about randomly. There is a distinctly unpleasant smell here, but you can't make out the source of the smell. If you want to search here you will have to open the shutter or use a light source.

If you want to use a light source (you can fetch a torch from the hallway if you don't have one), [turn to 152](#).

If you want to open the shutter, [turn to 366](#).

If you want to return to the hallway, [turn to 317](#).

263.

The statue is made from grey stone and at first glance is some sort of humanoid, about two metres tall and not particularly well sculpted. The arms and legs are unformed protrusions and its chest is a simple barrel shape. A black hood covers its head. The man kneeling in front of the statue stares at it as if in adoration.

If you want to remove the hood, [turn to 112](#).

If you want to enter the smaller room to the south, having not already done so, [turn to 27](#).

If you would rather head back east and take the northern passageway, [turn to 50](#).

264.

Despite the futile task of looking inside the barrels, you do spot that two of them seem to be merging into the wall; pulling these out, you reveal a secret passageway. The tunnel is dark and narrow and you can't see far along it.

If you want to enter the secret tunnel (you will need a light source to do so; you can take the torch from this room if you don't have one), [turn to 94](#).

If not you can either:

Go down the steps to the east; [turn to 328](#).

Go through the door to the north; [turn to 168](#).

265.

Moving the pieces of skin to one side with your weapon, you discover only old bones underneath. The bones vary in colour from old yellow specimens to newer white examples, but one thing is clear; these bones are from human children. At least, you think, no more children will suffer at the hands of the vile witches.

There is nothing else in the room and you are starting to feel ill, so you leave to explore elsewhere. [Turn to 449](#).

266.

The men around you draw their weapons and you must fight them all at once:

Courtyard Mob (8) (4th Rank) Attack 17, Sword (d8, 4) AF 2 Defence 9 Movement 10m (20m) Magical Defence 6 Evasion 5 Health Points 16 each Stealth 14 Reflexes 12 Perception 6 (normal)

If by some chance you win, the remaining non-combatants run off, allowing you to retrieve any possessions (if they were taken from you) and enter the castle. [Turn to 133.](#)

267.

The plant you have found is called Palm of Gatanades, and is often used to keep people warm. When you use this herb, you don't suffer Health Point loss due to being cold. There is enough here for two applications.

If you want to look at some other plants, [turn to 254.](#)

If you haven't already done so and want to bathe in the pool, [turn to 96.](#)

If you want to leave the grotto, [turn to 448.](#)

268.

With the vile monster defeated, you decide to take the head downstairs to see what the innkeeper has to say about it. The inn is nearly empty, save for the innkeeper and a visitor dressed in a long red cloak lined with fur. The innkeeper seems petrified of the newcomer, and is cringing against the bar.

The visitor is a beautiful woman of early middle age. Her features are perfect, from her fine nose to her arresting green eyes. As you arrive downstairs, she speaks to you in a low husky voice.

'Hello again, my beloved. It has been a long time since anyone saw off one of my servants,' she says, nodding to the head, 'although I must admit I am disappointed that you weren't valiant enough to investigate the graveyard. Maybe time will tell if you are the hero this land needs. I am sure we will see

each other again presently but for now, my love, farewell.'

The woman turns on her heels and is gone out of the door. Chasing after her you see nobody outside, the only movement being that of a bat fluttering away. You head back inside to get answers from the innkeeper but he is still a blubbering wreck. You decide to return to bed and seek answers in the morning - although this time you make sure the shutters are firmly closed. Your mind awlirl with the visitor's words, you fall into an uneasy sleep.

[Turn to 86.](#)

269.

The guardian wolf collapses to the floor, coins and gems scattering everywhere. You find a total of 293 gold crowns worth of coins (all the coins together count for two items for Encumbrance) and nine **gems** of various types worth 30 gold crowns each. A veritable fortune, if you make it out of the castle alive. Pleased with your find, you now consider where to go next.

If you want to return to the hallway, [turn to 317.](#)

If you want to climb the stairs in the drawing room, [turn to 153.](#)

270.

Although chained up, the ghouls still have enough room to manoeuvre that they can both attack you at the same time if you enter the cavern; however, you can stay out of their reach and used ranged attacks if you have any:

Ghouls (2) (4th Rank) Attack 17, Battleaxe (d8, 6) AF 2 Defence 9 Movement 12m (25m) Magical Defence 7 Evasion 4 Health Points 14 each Stealth 15 Reflexes 10 Perception 9 (darksight)

You can retreat at any time by heading south; [turn to 230.](#)

If you win, [turn to 39.](#)

271.

'As I said, the fingerbones of Saint Waltar are held in the abbey just outside of town. I can't vouch for the efficacy of the relic but happily enough, the abbot there is a friend of mine so I can write you a letter of introduction. He does owe me a favour and hopefully this should persuade him to relinquish the relic to you for a short time.'

If you want to travel to the abbey (having not already done so!), [turn to 288](#).

If you want to find out about other things van Achten knows, [turn to 178](#).

272.

The path heads into the Paianjen Woods and you plunge into the shadows of the tall trees with a hint of trepidation. However, the birds are singing, small animals dart here and there and bright flowers line the path. It is almost a scene of tranquillity.

The path then starts to head uphill as you start to climb into the Drakenheim Mountains. The walk is tiring as it zigzags up the incline and you have to rest often as the path becomes steeper. As day turns to dusk, the trees thin out and you reach a pair of shattered stone towers that guard a drawbridge spanning a deep ravine. The drawbridge leads to your destination: Castle Drakenheim.

The sight is awe-inspiring. Perched on a rocky crag, the castle looms over you; from here you can see an imposing keep beyond a courtyard, with a single tower rising to the north. Stone gargoyles stare at you from the heights, their mouths fixed in hideous grins.

You don't really like the idea of entering a vampire's castle at night-time, especially after such a tiring hike, so you decide to find somewhere to camp for the night and enter the castle in the morning. You head back to the cover of the woods and find a suitable spot that is sheltered from the wind. As you are making camp, you see several luminous objects moving around the trees in the distance.

If you want to investigate the dancing lights, [turn to 408](#).

If you would sooner turn in for the night, [turn to 173](#).

At the bottom of the tunnel is a charnel house. The floor of the chamber is filled with bones, some ancient and yellowing, some with flesh still attached. However, you don't have much time to take this in, as you are immediately attacked by a creature dressed in a rotting cloak and wielding a rusty mace. Due to the noise you have made arriving in the lair of the ghoul, it is ready for you and has *surprise* in the first Combat Round.

Ghoul (4th Rank) Attack 18, Mace (d6, 5) AF 0 Defence 10 Movement 12m (25m) Magical Defence 7 Evasion 5 Health Points 14 Stealth 15 Reflexes 13 Perception 9 (darksight)

If you win, [turn to 447](#).

You slip out of your room and follow Andrei at a discrete distance. It is unlikely he will spot you in the dark and rain and he seems focused on whatever he is doing. Andrei heads for the well in the abbey grounds, where he pauses. He sits on the edge of the well and puts down the object he was carrying, which looks to be a small box. Another flash of lightning startles him and he looks up and sees you.

'Stay there!' he cries in a quivering voice. 'I know you want the relic, but you can't have it! We need it here to keep the demons away!'

What is he talking about? Maybe some form of madness has afflicted the poor boy. 'Come away from the well,' you shout as you edge closer, 'and we can talk about it!'

'No! You can't have it!' comes his response. Just then there is a great crash of lightning, which causes the monk to lose his balance on the edge of the well. He starts to slip backwards, grasping for the box as he does so.

You leap forwards, but will you save the box or the monk?

If you want to grab the box, [turn to 457](#).

If you want to seize hold of the monk, [turn to 418](#).

275.

The mouldy furniture is just that; there is no hidden treasure here. However, there might be a risk of infection from breathing in the mould.

Roll 1d20; if you roll less than your Strength score, you have not been infected. However, if you roll equal to or greater than your Strength score, you have contracted the Wasting Disease! Each night you must roll less than your Strength score on 1d20 or lose one Health Point and one from your Strength score. If you succeed on the Strength roll, you have recovered and suffer no further ill effects.

There is nothing further to be gained from hanging around in the room, so you go to look at the flower tapestries; [turn to 421](#).

276.

On the west wall you find that a section of the wall pivots open when a stone is touched. Beyond the secret door is a small dusty chamber with a flight of rickety wooden stairs leading upwards.

If you want to climb the stairs, [turn to 52](#).

If not, you can return to the hallway, [turn to 222](#).

277.

You quickly jump back to avoid falling into the pit. You approach the lectern once again, this time taking more care before examining the book.

[Turn to 386](#).



278.

'We are well met my friend,' says the brightly dressed man. 'My name is Jirko, please come and sit with us.' You are led around the back of the wagon, and stools are brought out for you to sit on. One of the crossbow wielding men brings a flagon of wine and some cups. You are poured a cup of wine - which you drink only after Jirko has had some - to find it is quite pleasant. Jirko asks where you are heading, 'because, my friend, these lands can be dangerous!' You tell him you are visiting a friend to the south, but don't reveal anything of your reasons for going there.

'Into the woods! Dear me, but you are a brave soul. I wouldn't go there alone,' says Jirko and grimaces. 'Wolves as big as horses live in the woods.' He scratches his belly and tilts his head to one side. 'I'll tell you what. For fifty florins, we'll take you there in our wagon. We can keep the wolves away with our crossbows!'

If you have fifty florins and want to pay Jirko to escort you, [turn to 77](#).

If you would rather carry on alone, [turn to 74](#).

279.

The man extricates himself from the woman. 'Very well,' he sighs, 'I suppose the threat had better be dealt with. I will go with you.' The woman by his side wails as if he were already dead.

The man, who introduces himself as Lazlo, picks up his crossbow and a sword. 'Come on, then,' he says without enthusiasm, 'let's get this over with.'

The pair of you head back east until you reach the path leading up to the witch's cave. Leading the way, you once again pound on the door. The three women are there almost immediately, looking excited. That changes when they see you ready for battle. 'What is this treachery?' the tall one shrieks.

[Turn to 78](#).

280.

The taller of the two men looks vaguely familiar, but as you approach the pair they ignore you and continue their conversation. You try to talk to the men, but the taller one turns his back on you and leads the other away. You must have done something to offend them. Seeing as you are getting nowhere here, it is time to look elsewhere.

[Turn to 81.](#)

281.

'My wife says I have two faults,' says the jester. 'I don't listen and, ooh, something else!' He guffaws at his weak attempt at hilarity and then sidles up to you.

'Did you know,' he whispers, 'that there are ghosts in the castle? Oh yes! Seen them with my own eyes!' He then dances off and performs a cartwheel before resuming his singing. He seems to have completely forgotten your presence and you decide that there is nothing more to be gained here. You return to the hallway.

[Turn to 350.](#)

282.

'Give me your arm,' says the witch. 'I need your blood to seal our pact.' You reluctantly hold out your arm, and the old crone draws a crooked nail down from elbow to wrist. Deduct one Health Point as blood wells out of the cut. 'Just a little prick!' she guffaws as she licks the blood off her finger.

Note that you now have a *witch's mark*.

'When I was at Castle Drakenheim,' she begins, 'I could wander around as I pleased. First of all, don't look into any mirrors! The Lady doesn't use mirrors, so any you find may well be a trap. Now, what else? The Lady sleeps in her coffin, which is in the crypt beneath the castle. But to access the crypt, you go up, not down!'

'Very cryptic,' you respond.

'Oh, you like solid information? Now consider this. There are many secret doors and passageways in the castle. I shall teach you how to reveal them.'

She then goes on for a while, telling you about secret doors and passageways in the castle. With this information, you automatically succeed on PERCEPTION checks while in Castle Drakenheim (but only in Castle Drakenheim!) without having to make the usual roll.

'Some of the Lady's workers may still be in the castle, like the alchemist and the chamberlain,' she continues. 'They can't be bribed, but they are prone to flattery. Many a night I've had after a compliment given!' she says cheerfully.

You push the unbidden thought from your mind. 'What else?' you demand.

'One more thing,' she answers. 'Don't drink red wine!' This last comment causes her to burst into a fit of laughter and she rolls around on the ground holding her ample belly.

It seems you have got all the information you are going to get, so you leave the witch on the ground and make your way back to town. Your trek across the moorland is uneventful and there is no fog to confound you this time. The skies remain overcast, and it seems like weeks since you have last seen the sun properly. Eventually you reach Inistrare and make your way to van Achten's house, but refuse to be drawn on the details of your quest. You are tired and retire to bed.

If this is the third night you have slept at van Achten's house, [turn to 61](#).

Otherwise, [turn to 320](#).

283.

There are no spectacular magical effects as you put the chain on; maybe some powers will reveal themselves later? Or it might just be a piece of jewellery. Note the **bat pendant** on your Character Sheet if you decide to keep it.

With nothing else of interest in the room, you go through the door to the east; [turn to 362](#).

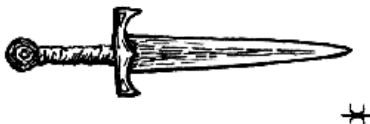
284.

The men and women in the camp haven't noticed you, so you take out the flute and blow into it. The boy stops playing and looks over at you; clearly he has heard the music.

To see if the flute attracts the boy over to you, roll 2d10.

If you roll 14 or less, [turn to 157](#).

If you roll greater than 14, [turn to 398](#).



285.

Chairs are pushed over and swords are drawn as the men ready to defend themselves:

Gamblers (4) (3rd Rank) Attack 16, Sword (d8, 4) AF 2 Defence 8 Movement 10m (20m) Magical Defence 5 Evasion 5 Health Points 15 each Stealth 13 Reflexes 11 Perception 5 (normal)

The men are wily enough that you can't just back up into the doorway; they will manoeuvre themselves so they attack you two at a time.

If you win, [turn to 341](#).

286.

Opening the shutters and pulling aside the sheets covering the furniture, you find the bed is made; next to cushions that sit on the bed you find a small wooden doll, such as a child might play with. On the table is a stick of charcoal and a piece of parchment on which is a crude drawing of a house with a stick figure standing outside. In the armoire you find a colourful dress suitable for a small girl. It is plain that Irina was once kept here but has been removed elsewhere in the castle. However, there are no clues here as to her present whereabouts, so you hurry out of the room to explore elsewhere.

[Turn to 359.](#)

287.

As the corpse is finally put to rest, it crashes to the floor; as it does so, its body erupts in a cloud of mould. You quickly move away to avoid breathing in the spores.

Make a Reflexes check with a Difficulty Factor of 10

If you succeed, you avoid breathing in the mould from the corpse and make for the door in the east wall; [turn to 114.](#)

If you fail, you have breathed in the mould. Now roll 1d20; if you roll less than your Strength score, you have not been infected. However, if you roll equal to or greater than your Strength score, you have contracted Valley Fever! Each night you must roll less than your Strength score on 1d20 or lose one Health Point and one from your Intelligence score. If you succeed on the Strength roll, you have recovered and suffer no further ill effects.

It is now time to move on, so you open the door in the east wall; [turn to 114.](#)





'I'll get on with writing you that letter,' says van Achten. This proves easier said than done, as van Achten discovers he has run out of ink and furthermore he also doesn't have any parchment. He bids you to wait while he goes to his suppliers to fetch some more. He returns some time later with the requisite materials.

It is afternoon by the time the letter is written and you can get on your way. The trip to the abbey is not a long one; after leaving town by the east gate, you walk down a track through cultivated fields. The clouds overhead blacken and it starts to rain. By the time the abbey comes into view you are wet through.

The abbey is surrounded by a stone wall and is situated next to the river. You can see a water wheel to your right and the church to your left. Ahead are the wooden gates to the abbey, and your banging on these summons a young monk.

'I have a letter of introduction,' you tell the man, 'so if you would be so kind as to take me to see the abbot I would be grateful.'

The monk shows you to a small building in the grounds of the abbey and knocks on the door. A voice within bids you to enter, so you thank the young monk and go in to see the abbot.

The abbot is an old man with short grey hair. His eyes twinkle with intelligence as he regards you. 'I have a letter,' you tell him and hand over the introduction that van Achten has written. The abbot reads this in silence for a minute before speaking.

[Turn to 62.](#)



289.

At the bottom of the stairs, you enter a vaulted hallway which stretches away to the north. The walls here are decorated with faded murals depicting scenes of bestial human-like creatures fighting against dragons, giants and other monsters. At the north end of the hallway are two wooden doors and in the middle of the hallway is a lectern. Sitting on top of the lectern is a closed book.

If you want to approach the lectern, [turn to 33](#).

If you want to head for the doors, [turn to 149](#).

290.

'Saint Waltar came to this valley nearly four hundred years ago and found that although the True Faith was widespread, there were still pockets of pagans who worshipped the old gods of Hudristania. On his travels he found a temple to the war god Hadur and discovered it was a den of barbarity. He entered the temple and spoke vehemently to the pagans about faith, and many wept to see such dedication.'

Valentin pauses to take a sip of brandy. 'The priest of Hadur,' he continues, 'was a violent sorcerer and would brook no such talk and so an epic battle broke out between Waltar and the priest. Such was the power wielded by the two that the earth shook and much of the temple collapsed. The priest was eventually defeated, but Waltar was grievously wounded. He made it out of the temple and collapsed on the banks of the river, on this very site. And so Waltar became a saint, and the abbey was built to remember his selflessness.'

His tale concluded, you can, if you haven't already, talk to Valentin about:

Lady Katerina; [turn to 28](#).

The work of the abbey; [turn to 87](#).

Otherwise, you can bid the abbot goodnight; [turn to 429](#).

291.

You identify the western path as having the most traffic, with a mixture of canine paws and booted feet having come this way. As it is more frequently used, the western path is more likely to lead to the werewolf den.

If you want to follow the western path, [turn to 444](#).

If you want to follow the northern path, [turn to 121](#).



292.

You find an interesting book which chronicles the adventures of a man called Sir Geoffrey, a knight from distant lands. The book records how he came to Hudristania and found the reason for the name of the mountain range and the castle - a huge black dragon lived in these heights! The book goes on to say that if the skull of the monster could be found, then the lands would become bountiful and evil banished.

Very fanciful, but from a spark of truth legends grow. You return the book to its shelf.

If you succeed on a PERCEPTION check, [turn to 404](#).

If not, it is time you were off, so:

If you want to return to the hallway, [turn to 317](#).

If you want to climb the stairs in the drawing room, [turn to 153](#).

Sergei says he will wait for you on the outskirts of the forest, although he is very nervous of you entering the woods. As you enter the forest, you notice how dark it is between the trees and the distinct lack of wildlife that you would normally find - no birds or small mammals trouble you with their cries.

The path you are following eventually peters out. You could wander in the woods for a long time and probably get lost, but decide against random traipsing around and head back to the track. It is then that you see the first wildlife that you have seen since entering - a huge black wolf, as big as a pony, blocks your path. A low growl comes from its slaving jaws and its red eyes stare at you balefully. Without warning, it leaps at you and you must fight:

Monstrous Wolf (3rd Rank) Attack 17, Fangs (d8, 6) AF 1 Defence 8
 Movement 12m (25m) Magical Defence 1 Evasion 4 Health Points 18
 Stealth 15 Reflexes 11 Perception 11 (elfsight)

If you win, [turn to 83](#).



You have entered the castle's torture chamber, a large vaulted room containing sadistic implements of pain. Many are rusted or rotten, indicating that they haven't been used in a while. Before you, however, is a sight that makes your blood run cold. A naked man, his body covered in blood, has been crucified; nails have been driven through his wrists to an upturned table. The man's head droops to his chest and you can just make out his shallow breathing; he is still alive.

As you draw near, he raises his head and through the gore covering his face you recognise him; it is Sergei, the man who accompanied you to Inistrare at the beginning of your quest. You start towards him to offer aid, but he manages a cracked whisper of warning. 'It's a trap! It is too late for me - run for your life!'

From around the perimeter of the room, you start to see dark shapes shuffling from behind the torture equipment.

If you want to leave Sergei to his fate and run to the end of the torture chamber, [turn to 189](#).

If you want to stay and defend your friend from the creatures, [turn to 373](#).

In the north wall of the storeroom you notice that some of the stones are loose. Careful probing reveals that there is a secret door hidden here, which opens with a gentle push. Beyond the secret door is a narrow unlit passageway which twists and turns into the darkness.

If you want to go along the secret passageway, [turn to 159](#).

If you would rather return to the hallway, [turn to 359](#).



296.

Although your ultimate quest is a noble one, your actions so far have shown you to be only too willing to sacrifice anyone in pursuit of glory. Hadur was the god of war, and although innocent people might die in war, this was never his intention. Actively allowing innocents to die is anathema to the god, and the spirit that dwells here recognises the taint in your character and responds appropriately. As you drink from the well, your head swims and you begin to lose consciousness.

The vestige of the pagan war god has rewarded you in a suitable fashion; you must seek out battle wherever it presents itself, and either die in glorious combat or emerge bloody and victorious.

From now on, you *must* always choose to fight in an encounter if that is an option. Furthermore, you may *not* choose the option to retreat from combat. In addition, the war god has marked you out, turning your skin cracked and leathery; reduce your Reflexes score by one and your Looks score by four.

Now [turn to 235](#).

297.

As soon as you have swallowed the foul tasting leaves, you realise your mistake. You start to shake violently, convulsions running through your body. Eventually the seizure stops, and you drop to your knees to vomit the contents of your stomach all over the garden floor. Deduct 1d6 Health Points. If you are still alive, you decide to quit the garden and look elsewhere.

If you want to enter the chapel, having not already done so, [turn to 434](#).

If you would rather return to the hallway, [turn to 359](#).



298.

The zombie crashes to the ground and you have to climb over the body to get to the door behind it. The door opens easily and you find yourself in what could well have been a wizard's study and everything in the room is covered in a layer of dust and warped with age. There are empty bookshelves along one wall, a table and chair in the middle of the room and a wooden bed frame. A wooden box sits under the table and there is a door in the east wall, around the edges of which you can see a bright orange glow.

If you want to search the room, [turn to 113](#).

If you want to go through the door in the east wall, [turn to 331](#).

299.

The door opens to what might once have been a guard room. Now, however, the only items in the room are rusty weapons and armour piled in a corner and the remains of some wooden furniture. You poke around for a while but find nothing of any interest amongst the debris.

If you succeed on a PERCEPTION check, [turn to 383](#).

If not, you return to the hallway, [turn to 350](#).

300.

You strike out south west from the village, through the fields in which you can see some of the villagers tending their crops. They look a woebegone lot, and they ignore you when you wave at them. Eventually the farmland turns to moorland and up ahead you can see a scarecrow, dressed in a tattered overcoat and wearing a wide-brimmed hat. It seems a strange place to have a scarecrow; it is only guarding wild gorse and heather. Your current path will take you past the scarecrow.

If you want to make a diversion around the scarecrow, [turn to 15](#).

If you are happy walking past it, [turn to 140](#).

301.

You cannot begin to work out what this room might have been as there is no evidence of its previous use; all that remains is dirt. However, you do see a brush leaning against a wall and you are tempted to pick up the brush and start sweeping.

If you want to sweep the floor, [turn to 400](#).

If not, you will have to resist a MAGICAL ATTACK of 20. If you resist, you can return to the hallway ([turn to 350](#)), but if you succumb you must pick the brush up ([turn to 400](#)).

302.

Valentin raises his glass of brandy as you approach him. 'I hope you found our hospitality to your liking,' he says. You respond positively, hoping to keep him on your side. Decide what you would like to talk to the abbot about.

Saint Waltar; [turn to 290](#).

The work of the abbey; [turn to 87](#).

Lady Katerina; [turn to 28](#).



The innkeeper asks you to wait a moment while he goes to fetch someone. The old woman sits nursing her brandy. 'Thank you stranger,' she says. 'I don't know what I would do without my Irina!'

The innkeeper returns with a broad shouldered man who he introduces as Tural, a farmer whose son disappeared a month ago.

'He went to bed as normal one night,' says Tural in a sad voice, 'but when we woke in the morning he was gone. None of his clothes were missing, but the shutters on his window were open. I fear that he has been taken by the Lady, and we'll never see him again. But you can help avenge us!'

You vow to do just that, but you ask if there is anyone else who knows anything about the Lady.

'Not in the village, no,' says the innkeeper, 'but I've heard about a scholar from foreign lands who lives in Inistrare, a town less than a day's travel from here. Ask for Johannes van Achten, he may be able to help you.'

You bid farewell to the people at the inn, promising them that you will do your best on the quest ahead. For now, though, where do you want to start?

If you want to head to Inistrare straight away to find van Achten, [turn to 204](#).

If you want to look around the village before you leave, [turn to 81](#).

You open the door to a room in which there are four brightly dressed men sitting around a table playing cards. As you enter, they stop talking and stare at you. One of them comments on your lack of manners and how people don't knock on doors anymore.

If you want to apologise and leave, [turn to 144](#).

If you want to ask if you can join in with their card game, [turn to 250](#).

If you want to attack the men, [turn to 285](#).

305.

In the shadows you see Lady Katerina, wearing a long blue dress and reclining in one of the chairs. She smiles as you enter the room and waves her hand at the chair next to her.

'Please, come and sit next to me. It is time we had a discussion about our future together.'

If you have drunk an *unknown potion*, [turn to 326](#) immediately.

If you want to attack the vampire, [turn to 365](#).

If you want to sit and talk, [turn to 318](#).

306.

The library is a large room with shelves lining each of the walls. Books and scrolls are arranged on the shelves, some of them musty old tomes dating back many years. Andrei asks if there is anything in particular that you would like to read about. Choose one of the following:

A Brief History of Hudristania by Marek Groza; [turn to 119](#).

Travels in Hudristania by Sorina Taltos; [turn to 97](#).

Paganism to the True Faith by Miruna Lansten; [turn to 137](#).

307.

You expect the women to be angry with you for having watched them dance, but instead they turn to you with arms wide open. They begin to sing in angelic voices, their harmonies perfectly matched.

The Iele's enchanting voices are a MAGICAL ATTACK of 20.

If this attack succeeds, [turn to 196](#).

If this attack fails, you decide to escape while you can; [turn to 364](#).

308.

The door opens to reveal a small bedroom. Everything here is covered in dust, including a wooden bed, a table and a small box. You open the box and a small mouse runs out, but otherwise the box is empty. There is no way through the room, so you decide to explore elsewhere.

If you want to clamber over the rubble to the north, having not already done so, [turn to 356](#).

If you would rather go back through the temple and take the west archway, [turn to 227](#).

309.

The passageway opens into a room, in the middle of which is a stone statue of a humanoid figure which has a black hood over its head. A man wearing bright clothes is kneeling on the floor in front of the statue and he has either not heard you or is ignoring you.

As you enter the room, you see two grey skulls wreathed in yellow flame fly from alcoves behind the statue, their teeth clacking as their jaws open and close.

If you want to stay and face these creatures, [turn to 375](#).

If you would rather run back down the passageway and head north instead, [turn to 50](#).

310.

The cupboard contains a small rat which dashes between your legs and out of the room. Other than this, all you can find here are some tattered clothes that although might once have been fine items are all now moth eaten.

If you haven't already done so and want to examine the items on the table, [turn to 430](#).

If you haven't already done so and want to look at the mirror, [turn to 17](#).

If you would rather return to the hallway, [turn to 317](#).

311.

The bodies of the wagoners lie at your feet. None of the men carry any treasure, but you can take their crossbows (each with 6 quarrels) and swords if you wish. Turning your attention to the interior of the wagon, you find a box containing spare clothing and another with cooking equipment. There is also a fine looking chest, although the lid is closed.

If you want to open the chest, [turn to 248](#).

If you would sooner leave it and be on your way, [turn to 116](#).



312.

The mighty warrior has been slain. Looting the corpse, you find that around his neck he wears a chain which holds a pendant in the shape of a bat. A search of his room shows that this is his living area; there is a bed, and a wardrobe holding some clothes. In a box there is wax and a cloth for polishing armour and a whetting stone for sharpening blades, but no treasure. The only exit is a door in the east wall.

If you want to take the bat pendant and hang it around your neck, [turn to 283](#).

If you want to go through the door to the east, [turn to 362](#).

313.

Despite the foul taste, the Henbane has had a positive effect on you. You have become immune to pain; cuts and bruises are of little consequence to you. For the next combat, you can continue fighting until you reach -3 Health Points, and then the effect wears off. You decide to move on from the garden.

If you want to enter the chapel, having not already done so, [turn to 434](#).

If you would rather return to the hallway, [turn to 359](#).

314.

You head south for a little further until you judge that you are level with the position of the temple, and so change direction and head west through the fields. Presently you are rewarded with the sight of a ruined building up ahead. It might once have been a magnificent structure, but all that is left now are stone walls, most no than a metre in height, several archways and the bases of columns. Only one part remains intact; a square entrance hallway, with stone steps leading underground.

[Turn to 68](#).



'Outside, on the jetty!' she whispers. 'She's just stood there, smiling.' Who is? you wonder, and walk over to the door of the hut to look outside.

Standing on the jetty and bathed in moonlight is Lady Katerina, this time wearing a long purple dress. 'Hello my love,' she says. 'I see you have been making friends since last we spoke. This is good, I wouldn't want you to come to me unprepared. Do you remember last time, when you were in a rage and attacked me with a candlestick? I hope you'll do better this time, for both our sakes. I do tire of waiting for my true love to come to me.' She fetches a dramatic sigh as wolves howl in the outskirts of the forest. 'Listen to them, the children of the night. What music they make!' She seems delighted by this as she utters a low chuckle before continuing. 'I'll be watching you, my precious one, to observe your progress. We'll talk again soon.'

Before you can react, she disappears in a cloud of mist. You wonder what she was talking about, or if she is in the grip of lunacy. You shrug and return inside. Elena has recovered her composure. 'She seems to have taken a shine to you!' she remarks.

After bolting the door again, Elena suggests that you had better get some rest. You are not interrupted again, and wake as the sun is beginning to filter through the trees (restore one Health Point).

Thanking Elena for her hospitality, you make your way back to Inistrare. Fortunately you have no encounters in the woods, and with a little sunshine, the walk across the moors doesn't feel as depressing. You arrive back at Inistrare in the early evening. The guards must be under instruction to let you in, as they open the gates without a word.

As you are walking along the street, you are accosted by a beggar. He has no legs but is sitting on a wheeled trolley, on which he pushes himself around using his filthy hands. 'Spare any change?' he pleads.

If you want to give the beggar a coin, [turn to 259](#).

If you would rather ignore him and head for van Achten's house, [turn to 343](#).

316.

You push the door wide open and enter the tower to find yourself in what might once have been a reception room. All the furniture in here is damp and worm eaten and the remains of rotting tapestries hang on the walls. In the middle of the floor is an iron trapdoor, but it won't open; there is a keyhole, so evidently you need to find a key to enter the dungeons beneath. Stairs hug the wall, leading up to the next floor, so you head upwards in hope of finding a key.

The next floor is evidently a bedroom, although the furniture in here has been deliberately wrecked; broken pieces of timber are scattered about. Squatting amongst this wreckage is a hideous toad like creature with sharp claws and a mouth full of razor sharp teeth. It regards you steadily with its bulbous eyes and you are just readying yourself for another fight when it speaks.

'I do not wish to harm you,' it rasps, 'but instead offer a bargain. No doubt you search for Dragomir's treasure, yes? But the key to enter the dungeons is upstairs and guarded by a magical suit of armour. The construct also guards the means to my freedom. Help me defeat the armour and you can take the key.'

If you want to hear more, [turn to 18](#).

If you would rather just attack the creature, [turn to 118](#).

317.

You are in the second floor hallway of the castle, with doors to the west, east and south. All is silent here, and you can see no obvious way to ascend to the top floor.

If you want to go through the ornate door to the south, [turn to 345](#).

If you want to try a different door, choose one that you haven't already opened:

To try the first door to the west, [turn to 456](#).

To try the second door to the west, [turn to 380](#).

To try the door to the east, [turn to 262](#).

318.

Katerina moves over to the cabinet and pours you a glass of white wine. You smell it suspiciously, but it appears not to be poisonous. 'I would not poison you!' Katerina laughs. You ask if she is joining you in a glass. 'I never drink...wine,' she responds. The wine is refreshing; restore one Health Point.

'What of the child, Irina?' you demand before she starts. 'Safe and well,' replies Katerina. 'I wouldn't harm a hair on her head. Why would I? You seem to think I am some sort of monster, when all I do is motivated only by love.'

'You know of your destiny,' says Katerina as she sits next to you. 'We are bound to be together, you and I. There is no use in fighting the course of true love, and I have loved you for two hundred years.' She leans forward and looks at you intently. You smell her subtle perfume and are struck by her beauty. 'Can you not see that we are soul mates?'

If you want to succumb to Katerina and become her lover as the stories have foretold, [turn to 45](#).

If you reject her advances, [turn to 416](#).

319.

'Ah, many thanks,' says the alchemist as he takes the green herb from you. He mixes it into one of the coloured liquids and gives it a stir. He then looks up at you and squints.

'You're not a servant are you? Not seen you round here before. Oh, I know. You're the Lady's new friend aren't you? I seem to remember some fuss around the place over the last couple of days. In which case, I offer my assistance.'

The alchemist can give you a potion that cures any one disease (including lycanthropy!), or a potion that aids you in either physical or mental recovery (restoring either two Health Points or two Magic Points). If you take a potion with you for later use, note the **Alchemist's Potion** on your Character Sheet, together with its effects.

You thank the absent minded alchemist and return to the hallway; [turn to 222](#).

320.

Note that while you are staying at van Achten's house, you may leave items in your room. Make a note on your Character Sheet if you are depositing items here, but don't forget to collect them when you head off for the castle!

In the morning van Achten gives you a bowl of porridge (restore two Health Points for the rest and the food) and asks if you are ready for a day of adventure. You consider your preparations so far.

If you want to restock your supplies in the town, [turn to 223](#).

If you want to learn more about the items and information van Achten has told you about, [turn to 178](#).

If you think you are fully prepared and want to head to Castle Drakenheim now, [turn to 218](#).

321.

As you walk across the room, the man is suddenly roused from his slumber. As he sees you, he jumps up and grabs a sword to attack you with:

***Angry Sleeper (3rd Rank)** Attack 16, Sword (d8, 4) AF 0 Defence 8 Movement 10m (20m) Magical Defence 5 Evasion 5 Health Points 15 Stealth 13 Reflexes 11 Perception 5 (normal)*

If you win, [turn to 388](#).

322.

Katerina flinches back and snarls at you when you hold out the cross.

If you have a *stone scar*, [turn to 325](#).

If not, [turn to 36](#).

323.

You head towards the boy, hoping to grab him before anyone spots you. To succeed, you need to avoid being spotted and apply the cloth over the boy's mouth.

To do this, you need to roll equal to or less than your STEALTH score on 2d10+2, adding the following modifiers to the dice roll for armour: mail hauberk +3; mail armour +4; plate armour +6. You also need to make a Hit Roll against a DEFENCE of 3.

If you are successful on both of these, [turn to 344](#).

If you fail either, [turn to 169](#).

324.

You enter the cave, which you see is long and wide. A fire burns in a pit in the middle of the cave and you see half a dozen rats scurrying off as you approach. Then you hear the source of the noise; a tall thickset humanoid runs from the back of the cave. Its face is brutish and ugly, and it looks extremely angry! It sees you and decides to vent its rage at you, and once again you must fight:

Ogre (7th Rank) Attack 20, Fists (d3+1, 4) AF 1 Defence 12 Movement 10m (15m) Magical Defence 8 Evasion 4 Health Points 20 Stealth 10 Reflexes 9 Perception 9 (elfsight)

If you want to retreat, you can do so by leaving the cave; [turn to 246](#); if you win, [turn to 14](#).

325.

Katerina bursts out laughing as she realises that the crucifix has no power over her. She reaches out and plucks the cross from your hand before grinding it into dust. 'Such petty baubles are of no significance to me,' she says.

Now [turn to 242](#) to continue the fight, but Katerina gets one free Combat Round during which you may not make any actions.

326.

You find yourself obeying the Lady's suggestion with no conscious thought. The potion you drank was one of control, forcing you to obey the next instruction given; luckily you have not encountered anyone that might give you even more dangerous instructions! The potion then wears off, so you can cross the *unknown potion* off your Character Sheet.

[Turn to 318.](#)

327.

Both paths seem to have people and animals go along them, but you can't tell which way is more likely to lead to the werewolf den.

If you want to follow the western path, [turn to 444.](#)

If you want to follow the northern path, [turn to 121.](#)

328.

The steps descend into a dank corridor which is lined with iron barred cells on either side. However, before you can take in your surroundings properly, you are spotted by one of the skeletal castle guards which is patrolling this area. As it sees you, it seems to grin before attacking you with its halberd:

Death Warden (5th Rank) Attack 17, Halberd (d10, 5) AF 3 Defence 10
Movement 12m Magical Defence 10 Evasion 3 Health Points 18 Stealth 13
Reflexes 10 Perception 11 (darksight)

If you are wearing a **bat pendant**, then the guard goes berserk; add one to its ATTACK and deduct three from its DEFENCE.

If you win, [turn to 390.](#)



329.

Having earned a difficult victory over the ancient priest of Hadur, you turn your attention to the object of your quest here; the well of hope and sorrow. You draw a bucketful of clear water from the well and pause for a moment before taking a drink.

If you have *either* a *witch's mark* or a *stone scar*, [turn to 22](#).

If you have *both* a *witch's mark* and a *stone scar*, [turn to 296](#).

If you have neither of these, [turn to 220](#).

330.

With a great heave, you shove the lid of the sarcophagus aside. Inside the casket is the preserved remains of a human, its pale dead skin stretched over its bones. Dressed in mouldy white linen, the corpse seems to be grinning; in its hands it holds a huge sword. And then its eyes flick open, and with a groan it lifts itself out of its resting place to attack you!

Preserved Corpse (6th Rank) Attack 18, Two-handed sword (d10, 5) AF 1
Defence 12 Movement 10m (15m) Magical Defence 9 Evasion 4 Health
Points 23 Stealth 15 Reflexes 10 Perception 12 (darksight)

The dried remains of the corpse are particularly susceptible to attacks by fire; if such an attack hits, the undead creature catches alight and suffers 1d4 Health Points of damage each Combat Round.

If you win, [turn to 287](#).



You find yourself in a cavernous vaulted chamber. Against the south wall is the source of the orange glow; a massive stone built forge, still alight despite the years that have passed since any living thing was in here. The heat from the fire is intense. Next to the forge is a circular well, a bucket still suspended above it by a rope and pulley system.

In the middle of the chamber is a lidless stone sarcophagus. As you approach, you see two skeletal hands grasp the sides of the sarcophagus and a desiccated corpse clad in antique armour pulls itself out of its tomb. Its eyes glitter with eldritch light and as it stands before you it breathes out a cloud of noxious black fumes.

Roll 1d20; if you roll equal to or less than your Reflexes, you have dodged the vapours. If you roll higher than your Reflexes, you have breathed in the poisonous black gas and must now roll 3d6; if the result is higher than your Strength, you have succumbed to the toxic fumes and your adventure ends here. If you roll equal to or less than your Strength, you still lose 2d4 Health Points.

If you are still alive, you must now fight the ancient priest of Hadur:

Undead Priest (7th Rank) Attack 17, Two-handed sword (d10, 5) or touch (see below) AF 3 Defence 10 Movement 12m Magical Attack 20 Magical Defence 10 Evasion 3 Health Points 20 Stealth 13 Reflexes 12 Perception 11 (darksight)

The undead priest is immune to normal weapons; only spells or weapons made of silver or magical weapons can harm it. If you do not have any way to harm the priest, your adventure ends here.

In the first Combat Round, the priest will cast Apparitions with a MAGICAL ATTACK of 20. If the spell succeeds, you are beset by hideous phantoms and can do nothing until you roll equal to or less than your Rank on 1d10 (this roll counts as your action in that Combat Round).

If your Armour Factor is four or higher, in the second and subsequent Combat Rounds the priest will then try to grasp you with its deathly cold hands. If this



attack hits, it needs no Armour Bypass Roll, but instead you must try to resist against its MAGICAL ATTACK of 20; if you fail, you lose 2d6+1 Strength points. If you are reduced to a Strength of 2, you lie helpless and your adventure ends here.

If your Armour Factor is less than four, in the second and subsequent Combat Rounds the priest then attacks with its sword.

If you manage to overcome the powerful undead monster, [turn to 329](#).



332.

As the halo of flames around the skulls intensifies they become more terrifying! You are subject to a Fright Attack of 1d12 intensity; if this succeeds, you are left trembling with fear and must deduct three from your Strength and Reflexes for the duration of this combat. Fight the pair of flying skulls together:

Skullghasts (2) (4th Rank) Attack 16, Flame (d10, 3 and see below) AF 0 Defence 15 Movement flying 30m Magical Defence 8 Evasion 7 Health Points 3 each Stealth 15 Reflexes 12 Perception 12 (panoptical)

Wounds inflicted by the Skullghasts cannot be healed by *Lesser Healing* or *Invigorate*. Moreover, if you are wounded and are a Sorcerer, Elementalist or Warlock, you lose 1 Magic Point; if you are a Mystic, you are subject to a Psychic Fatigue Roll as if you used a first level spell.

If you want to retreat, you can do so by leaving the room and closing the door; [turn to 49](#).

If you win, [turn to 187](#).

You are overcome with fear and your trembling legs can only just carry you away from the horror before you. The monster does not pursue you, but merely watches your retreat.

Eventually you come to your senses to find you have actually made good progress towards your destination as you are rewarded with the sight of a ruined building up ahead. It might once have been a magnificent structure, but all that is left now are stone walls, most no than a metre in height, several archways and the bases of columns. Only one part remains intact; a square entrance hallway, with stone steps leading underground.

[Turn to 68.](#)

The latch is rusted and difficult to move, but eventually the three of you have it free. The door is also firmly stuck in place, but again after much cursing, it comes open with a creaking groan. Musty air from the crypt catches your nostrils.

You enter the mausoleum, but it is dark inside and you will need a light source. If you don't have one, Alek can give you his torch.

You see a flight of stone steps leading underground and you follow these until you reach a dank chamber. Along each wall are the family tombs, each a simple rectangular hole cut into the stone. However, you see that in front of one of them lies a pile of bones. The tomb has been disturbed! You see that at the back of the tomb is a tunnel leading away. You clamber through the hole and emerge into a small, narrow tunnel dug into the earth.

[Turn to 459.](#)



335.

The tunnel ends at a cavern in which sits a large idol carved from stone. The idol is in the form of a black dragon, with outstretched wings and gaping jaws. If not for the monstrous form of the statue, you might appreciate the fine workmanship needed to craft such a thing.

At the base of the idol is a box, in which you can see the glint of coins. Getting to the treasure will not be easy, however, as chained to the feet of the dragon statue are two corpse-like creatures clad in rusty mail vests, with taut skin drawn over their bones and sunken eyes that gleam malevolently. They are cracking bones and sucking the marrow from them, but when you enter they toss these aside and pick up large axes. If you want the treasure, you will have to fight them, but as they are chained to the idol you could just leave them to it.

If you want to fight the ghouls, [turn to 270](#).

If you would rather head south, [turn to 230](#).

336.

The stairs climb up to the very top of the tower and you reach a landing with a door leading from it. You can hear the sound of something bubbling from behind the door along with what could be two old women talking and cackling. There is an awful smell up here.

If you want to open the door, [turn to 198](#).

If you would rather head back down the stairs, [turn to 79](#).



337.

'I have never been so insulted!' you cry. Although there was that time in the harbour tavern, but the less said about that the better.

'I refuse to stay here another minute!' You turn to Valentin and offer a little bow. 'Thank you for your hospitality, but now I must be on my way.' You glare at Marcu as you push your way out of the abbot's quarters. You storm across to the gates, where a pair of startled brothers stand. Seeing the look on your face, they quickly open the gate and you leave the abbey.

You calm down on your way back to town. On your return to van Achten's house, you tell him what has happened. 'But this is terrible!' he says. 'We can only hope that the sacred bones reappear sometime.'

It is still early morning, so you itch to get on with your mission.

If you read about or have been told about the temple of Hadur and want to ask van Achten about this, [turn to 251](#).

If you want to restock your supplies in the town, [turn to 223](#).

If you want to learn more about the items and information van Achten has told you about, [turn to 178](#).

If you think you are fully prepared and want to head to Castle Drakenheim now, [turn to 218](#).

338.

You ask the old man if there are any paths or roads heading southwest from here. He looks at you blearily.

'No ruds! Ha, shuffn't want at!' he replies incoherently, the smell of cheap alcohol drifting from him like a miasma. 'Scarecrow though, innit! Gangly!' At this he doubles over in a fit of laughter.

You leave him to it. [Turn to 31](#).

You stand up and shout over the crowd. 'I will find out what has caused this disturbance!' The mutterings stop as the villagers turn to look at you.

'You're a brave soul,' says one, a tall wiry individual. He turns to another thick set man. 'Come on Alek, let us help. Bring torches.' Alek lights a brand from the fire and the three of you set out to the graveyard.

'Thank you for helping,' says the first man as he leads the way through the rundown village. 'My name is Harkus. We're all a bit on edge, let me tell you. We've never had someone come and take the dead before. The living, most certainly, but never the dead.'

Before you can question him about this last statement, Alek comes to a halt. 'We are here,' he says in a hushed voice. The graveyard is a simple plot of land, and in the moonlight you can see uneven rows of headstones. Towards the back of the graveyard you can see a small stone mausoleum.

Alek and Harkus cast about until they find the disturbed grave. There is now a gaping hole in front of the crooked headstone, as if the coffin had dropped further underground, with the earth on top following it. Looking down with the aid of Alek's torch, you can see a drop of about five metres. It appears that there is a tunnel leading off from the hole.

If you want to climb down the hole, [turn to 351](#).

If you want to see if there is another way of accessing the underground tunnel, [turn to 360](#).

Vampires are particularly susceptible to garlick; as well as the usual effects, you can deduct a further one from Katerina's ATTACK score for 1d6 Combat Rounds.

Now [turn to 242](#) to continue the fight.

341.

With the men dead, you have a look around the room. There are a 26F of coins scattered about and a jug of rough wine but nothing else of interest. As there is no other exit from the room, you head east.

[Turn to 144.](#)

342.

The alchemist drops to the floor, smashing further containers as he does so. You stand amidst broken glass with fumes rising around you. Some of the fumes might be dangerous, so you can't spend much time looking around the alchemist's laboratory. You don't find any potions that you recognise, but you could try one of the vials at random.

If you want to drink a viscous green liquid, [turn to 162.](#)

If you want to drink a sparkling clear liquid, [turn to 353.](#)

If you would rather return to the hallway, [turn to 222.](#)



You arrive at van Achten's townhouse well before the curfew and he ushers you inside.

'Welcome back my friend,' he says. 'Please, sit down and I will tell you all I have discovered and how you may defeat the devil woman.'

Once more you are in van Achten's study. The desk is covered in pieces of paper, which the man shuffles around as he tells you what he knows.

'Lady Katerina Holtz is as you thought a vampire. She has lived - if we can call it that - in her castle in the Drakenheim Mountains for over two centuries. Before that, I do not know. Sometimes she comes down to the towns and villages and makes off with one of the inhabitants. They are never seen again.'

'To have survived for so long she must be very powerful,' you say.

'Indeed. You will be familiar with the usual vampire weaknesses - garlic, crucifixes and so on - but I have unearthed a number of interesting things. Here in this very valley we have what we need to defeat her! First, a magical sword imbued with the power to slay vampires. Second, a talisman that protects the bearer from the hypnotic charm of the vampire. There is also a relic, the fingerbones of Saint Waltar, kept in the abbey here. And finally, an old witch may know the secrets of Castle Drakenheim. So you see my friend, we have hope that your quest will be successful!'

You decide to ask van Achten about the unusual way that the Lady addresses you.

'Hmm. Perhaps she has mistaken you for someone else? I do not know. Perhaps I will find time to do a bit more research on this. But for now, it is getting late. You are most welcome to stay with me. Please, I have made up a room for you.' Van Achten leads you upstairs and shows you to a nicely furnished room with a comfortable bed and a wooden cupboard. You turn in and sleep undisturbed until the morning.

Make a note that this is the first night you have slept at van Achten's house, and also make a note for every subsequent night you spend here.

[Turn to 320.](#)

The boy doesn't react as you head towards him and fortunately, nobody has been alerted to your presence. You quickly place the cloth over his face. With a sigh, he falls unconscious and you just catch him before he tumbles to the ground.

You pick the boy up and take him back to the witch's cave. Upon arriving, you lower the boy to the ground and bang on the door. The three women are there almost immediately, looking excited. When they see the boy, they shriek with delight. 'Oh, this is a nice one,' says the tall witch as she and the shorter one carry the comatose boy into the cave.

The rosy faced witch closes the door and takes your arm, leading you to a stand of trees. 'I don't think you need to see what happens next,' she says, 'so we'll have our little chat over here.' The witch bids you to sit down and begins her tale.

[Turn to 282.](#)



The door opens into the drawing room of the castle. Large windows in the south wall overlook the courtyard and allow the weak daylight to enter. The room has several low tables made of dark varnished wood, and each one has two or three comfortable looking armchairs around it. A cabinet sits against one wall of the room and on top there are several glasses laid out next to a bottle of wine. There are stairs that ascend to the north and a door in the east wall.

If this is the first time you have entered the drawing room, [turn to 305](#).

If this is your second or subsequent visit here, [turn to 5](#).

346.

The archway leads to a passageway heading north to south. Opposite the archway a flight of stairs leads down, but there are only a few steps before the stairway is blocked by rubble. The passageway to the north is similarly blocked by rubble, although you can probably clamber over and round it if you wanted. To the south the passageway reaches a dead end, but before it does there is a door on the east wall.

If you want to clamber over the rubble to the north, [turn to 356](#).

If you want to open the door, [turn to 308](#).

If you would rather go back through the temple and take the west archway, [turn to 227](#).

347.

With the quest completed, you face a trek back through the dungeon. With Dragomir defeated, it seems that everything has stopped functioning, for you face no traps as you make your way through the dusty rooms and tunnels. Eventually you climb the stairs up to the tower and see it is late afternoon, so you hurry back to town before the gates are closed for the night.

You reach Inistrare with no further encounters, and make your way through the narrow streets until you reach van Achten's house. He greets you warmly and congratulates you as he sees the talisman hanging around your neck. During a meal of thick broth (restore two Health Points), you tell van Achten about your adventures in the tomb of the Solomonar. You are now tired and so bid van Achten goodnight; you are soon fast asleep in your room.

If this is the third night you have slept at van Achten's house, [turn to 61](#).

Otherwise, [turn to 320](#).



348.

You tell the man that you can't help. He tries to persuade you further, but your mind is made up. You make your way to van Achten's house and when you arrive you recount what has happened since you last saw him. You are tired and retire to bed.

If this is the third night you have slept at van Achten's house, [turn to 61](#).

Otherwise, [turn to 320](#).

349.

After the disappointing conclusion to this part of your adventure, you wearily head back to town. Your trek across the moorland is uneventful and there is no fog to confound you this time. The skies remain overcast, and it seems like weeks since you have last seen the sun properly. Eventually you reach Inistrare and make your way to van Achten's house, telling him that your quest was unsuccessful but refusing to be drawn on the details. You are tired and retire to bed.

If this is the third night you have slept at van Achten's house, [turn to 61](#).

Otherwise, [turn to 320](#).



350.

You are in the entrance hallway of Castle Drakenheim, with double doors to the south leading back to the courtyard. There are doors on both west and east walls, a cobwebbed archway to the north and a flight of stairs to the east.

If you want to head north through the archway, [turn to 48](#).

If you want to go up the stairs, [turn to 370](#).

Or you can try a door that you haven't already opened, either the one to the west ([turn to 440](#)) or to the east ([turn to 299](#)).



351.

You will need a light source to investigate underground. If you don't have one, Alek can give you his torch.

You clamber down the hole. It is narrow enough for you to chimney down, but the earth is loose and you start to slip.

Make a Reflexes check with a Difficulty Factor of 10

If you succeed, you make it down to the bottom safely. If you fail, you fall to the bottom and suffer 1d6 Health Points of damage (reduced by two if you are wearing armour). You see smashed wood lying around, most likely from the coffin but there is no sign of a body. You can see a small narrow tunnel leading away and call up to the two men that you are going to have a look.

[Turn to 459](#).

'A few years ago,' says van Achten, 'an adventurer came to the valley, determined to slay the Lady. He had heard rumours of her depravity and sought to rid the land of her. He thought himself well prepared, as he carried with him a sword called the Dawnblade. I met him as he came through Inistrare, and it was indeed a magnificent looking weapon. He claimed that it was blessed by saints and could dispatch undead fiends with ease.'

Van Achten reclines in his chair before continuing.

'Unfortunately for him, his arrogance would prove his undoing. He thought himself invincible, but passed too close to the Paianjen Woods. He was attacked by the werewolves that live in the forest and was never seen again. The sword has likewise disappeared and it would be a fair assumption to say that it is now in the hands of the lycanthropes. To retrieve the sword is a quest in itself! If you were to try your hand against the werewolves I have a silver dagger I could lend you, for as you know these monsters are invulnerable to normal weapons. What do you say?'

If you want to find out more about the werewolves, [turn to 452](#).

If you want to undertake the quest for the Dawnblade (having not done so already!), [turn to 19](#).

If you want to find out about other things van Achten knows, [turn to 178](#).

The sparkling liquid has a pleasant taste of strawberries, but there are no obvious effects - not yet, anyway! Make a note on your character Sheet that you have drunk an *unknown potion*.

You had better be leaving now, as the fumes are getting quite thick. You return to the hallway; [turn to 222](#).



The windmill is a dilapidated building with warped wooden vanes that creek in the breeze. A door stands open on the ground floor and inside you can see the miller busy at work. He seems friendly enough and waves at you as you approach.

'Lots of goings on last night!' he exclaims cheerfully. You ask about Lady Katerina, but he clams up as soon as her name is mentioned. It doesn't look like you will get any useful information here, so you bid the miller good day and decide to look elsewhere.

[Turn to 81.](#)

As the beast is slain, its body reverts back to its human shape with a great creaking of bones and skin. The human form of the werewolf, even in death, looks to be an imposing warrior with thick muscles and a grim visage framed by her long grey hair.

Taking a torch from the tunnel, you explore the werewolf's cave, hoping to find the Dawnblade. The cave contains a bed and a wooden box, but alas apart from a small **Ruby** worth 30F there is only worthless junk in the box. Maybe this wasn't the werewolf pack leader after all; you will have to explore elsewhere.

If you want to take the north branch, having not already done so, [turn to 80.](#)

If you would rather return south, [turn to 34.](#)



356.

The rubble is stable enough to present no problems and you emerge on the other side in darkness. No torches burn here, so the only light comes from behind you. You are just thinking about sorting some illumination out when a black shape detaches itself from the shadows. The monster has eight long hairy legs and glowing red eyes. It chitters at you angrily before leaping to attack:

Monstrous Giant Spider (4th Rank) Attack 16, Bite (d6, 4) AF 2 Defence 3 Movement 15m (20m) Magical Defence 5 Evasion 5 Health Points 14 Stealth 20 Reflexes 12 Perception 12 (panoptical)

Due to the half-light conditions, you must deduct 2 from your ATTACK and 4 from your DEFENCE. You can spend a Combat Round lighting a torch or lantern, or using magic to provide illumination to avoid these penalties.

If the spider wounds you, roll 3d6; if the total is higher than your Strength score, the spider's poison has paralyzed you and you can do nothing as the spider eats you alive.

If you win, [turn to 369](#).

357.

Behind the door is a stone wall; there is no way onwards here. Inscribed on one of the stones is a runic symbol, which glows orange as you open the door. Then you feel a painful blow to your chest; you have been subject to a powerful magic spell!

Roll 2d10 and add your MAGICAL DEFENCE. If the total is equal to or less than the spell's MAGICAL ATTACK of 24, then your heart explodes and your adventure ends here! If the total is greater than 24, you have resisted the spell but still suffer 1d4 Health Points of damage from the blow to the chest.

If you are still alive, you try the other door; [turn to 423](#).

358.

The tunnel beyond the archway heads west for a few metres before turning a corner to the north. The floor here is covered in dust and cobwebs hang from the ceiling. Presently the tunnel ends at a door, which has reinforced iron studs in it. Pushing open the door, you hear a crunching sound but before you can consider what the source was you must first contend with what is on the other side of the door.

Thick white fog billows out from behind the door, and you can't see through it. However, you do hear a terrifying roar, as though a huge predatory beast is waiting on the other side of the smoke.

If you want to plunge into the fog regardless, [turn to 403](#).

If you want to head back down the tunnel, [turn to 439](#).

If you would rather wait where you are and see what happens, [turn to 21](#).

359.

The west hallway leads north to south. There are two doors on the west wall, one at the south end and one at the north end. Opposite the door at the north end is another door in the east wall. You listen hard but there are no sounds coming from behind any of the doors. Just in front of the door to the north in the west wall you can see small piles of soil.

You can open a door you haven't already tried:

To go through the door in the west wall to the south, [turn to 455](#).

To go through the door in the west wall to the north, [turn to 184](#).

To go through the door in the east wall, [turn to 155](#).

If you have finished here, you can head to the hallway to the east; [turn to 443](#).

360.

You ask the two men about the underground tunnel. 'The Rusanu family have their crypt over there,' says Alek, pointing at the mausoleum. 'It's possible that there are tunnels underneath?'

The three of you head off to investigate. The building has seen better days, its once fine facade now succumbing to the elements, and its sides covered in climbing plants. A rusty iron door sits in a crumbling door frame, held in place by a large latch.

If you want to open the door and enter the tomb, [turn to 334](#).

If you would rather return to the grave and climb down the hole, [turn to 351](#).

361.

You creep as close as you dare to the camp and hope that you are not spotted while still being close enough to the child for the magic flute to work. You will need to be quiet so as not to attract the attention of the men and women sitting in front of the wagons. Roll 2d10; if you are wearing metal armour, add the following as well: mail hauberk +3; mail armour +4; plate armour +6.

If the total is less than or equal to your STEALTH score, [turn to 284](#).

If the total is greater than your STEALTH score, [turn to 169](#).

362.

Beyond the door is a smaller room which contains many wooden barrels, most of which seem to be empty apart from a layer of dust and some spiders. A torch on the wall shows that there are two exits from the room; a flight of stone steps leads down to the east and there is a door in the north wall.

If you want to make a thorough search of the room, [turn to 412](#).

If you want to go down the steps, [turn to 328](#).

If you want to go through the door, [turn to 168](#).

As you pull down the tapestry, you are engulfed in dust. Unfortunately, this is no ordinary dust, but magical Dust of Transformation! You will need to draw upon your reserves of willpower to avoid being altered into another form.

Roll 1d20; if you roll less than or equal to your MAGICAL DEFENCE score, you have successfully resisted the Dust's power. If you roll greater than your MAGICAL DEFENCE, then in a puff of smoke you are transformed into a squeaking giant rat!

As a giant rat, some of your statistics will change, as noted here::

Giant Rat Form Attack 9, Bite (d3, 3) AF 0 Defence 2 Movement 12m (25m) Evasion 4 Stealth 17 Perception 8 (darksight)

MAGICAL ATTACK, MAGICAL DEFENCE and Health Points are unaffected, although you cannot cast spells while in rat form, nor can you use weapons. However, you can open doors by standing on your hind legs and using your paws.

To find out how long you stay transformed, each time you read a new section, roll d100. On a roll of 01 to 75, you remain as a rat; on a roll of 76 to 00 you return to your original form.

Whether you are a rat or not, you discover that the door behind the tapestry is fake; it opens onto a blank wall. you will need to pull the other tapestry down.

[Turn to 38.](#)



364.

You dash away from the women while your wits are still intact. Fortunately, you are not followed and you make it back to where you decided to set up camp without any consequences. You bed down for the night and spend an uninterrupted night beneath the tree canopy, waking in the morning feeling refreshed. Restore one Health Point.

You gather your equipment and set off for Castle Drakenheim. Passing between the remains of the stone towers, you step foot on the drawbridge, which rocks and creaks alarmingly. You try not to think about the drop below you, but the drawbridge proves sound. At the end of the drawbridge is an archway leading into the castle and you walk beneath a mossy and rotten portcullis to be greeted by the people in the courtyard.

[Turn to 396.](#)



365.

Lady Katerina sighs as if in regret when she sees you ready to attack her. 'How tiresome,' she says, 'I thought we had got past this stage in our relationship.'

Before you can act further, her form fades from view until all that is left is a cloud of mist, which billows through the door. You race after it, but it has gone.

[Turn to 374.](#)

366.

The shutters are stuck, but you manage to force them open. As the shutters fly open, you hear a fluttering sound from the corner of the room as the flock of bats that are roosting here are disturbed and wake up. The bats flap around the room before streaming out of the window to the outside world. Once they have all gone, you make a search of the room. Amongst all the clutter in here you find a wooden handle with a small circular metal plate on the end. There is an engraving of a bat on the piece of metal and you surmise that this item is a seal used to stamp the image of the bat into wax. You can take the **bat seal** with you if you like.

There is nothing else of interest here, so you return to the hallway; [turn to 317](#).

367.

A search of the room confirms your first impression; this is just a room for storing discarded items no longer needed in other parts of the castle. The chairs are rickety, the cloth threadbare and the bottles and crockery cracked. There are no items of interest here.

If you succeed on a PERCEPTION check, [turn to 295](#).

If not, you return to the hallway; [turn to 359](#).

368.

As you push the lever down, a cloud of brown gas is ejected from a tiny hole in the wall in front of you. Before you have a chance to react, you have breathed in the gas, which is poisonous!

Roll 4d6. If the total is greater than your Strength score, you perish in agony. If the total is less than or equal to your Strength score, you still take 2d6 Health Points of damage.

If you are still alive, you back off down to the pool room while the gas dissipates. After a while, the tunnel is clear, and you return to the lever and push it up. [Turn to 208](#).

369.

Pushing the corpse of the huge arachnid aside, you are disappointed to find the end of the passageway is blocked by more rubble. There must have been some sort of cave-in in this part of the temple. you will have to look elsewhere so you clamber back over the rubble.

If you want to open the door to the south, having not already done so, [turn to 308](#).

If you would rather go back through the temple and take the west archway, [turn to 227](#).

370.

Your footsteps echo as you climb the stairs. You reach a half landing where the stairs double back on themselves, but guarding the way forward is a gaunt looking figure wielding a wicked looking halberd; as you approach you see light burning in the guard's eyes and realise you are facing one of the undead. It raises its halberd and you must fight:

Death Warden (5th Rank) Attack 17, Halberd (d10, 5) AF 3 Defence 10
Movement 12m Magical Defence 10 Evasion 3 Health Points 18 Stealth 13
Reflexes 10 Perception 11 (darksight)

If you win, [turn to 180](#).



The alchemist sighs when you tell him you haven't got any parsley. 'Off you go then,' he says. 'There should be some in the kitchen.' You look at him blankly. 'Across the hallway,' he says and then mutters about the lack of initiative in the servants these days.

You leave the room and cross the hallway to the first door on the west wall. As you open the door you are hit by the heat and the mixture of smells coming from the kitchen. Four zombies are working around a giant oven, preparing food; the appetising smell of the food is mingled with the smell of decay coming from the zombies. The zombies look in your direction as you enter and pick up their cleavers; if you are going to fetch the alchemist what he wants, it looks like you have a fight on your hands! You can fight the zombies two at a time in the confines of the kitchen:

Zombies (4) (1st Rank) Attack 10, Cleaver (d6+1, 5) AF 0 Defence 4 Movement 6m Magical Defence 1 Evasion 1 Health Points 20 each Stealth 5 Reflexes 4 Perception 4 (gloomsight)

You can retreat at any time by returning to the hallway; [turn to 222](#).

If you win, [turn to 125](#).

You retrieve the bat seal from your backpack and place it on the table in front of Miroslav, who's eyes widen when he sees what it is. The design on the seal and the seneschal's pendant are identical.

'Where did you find that?' he asks. You tell him about the old room of bats up in the castle. 'I wonder how it got there,' murmurs Miroslav. 'I've not been in that room for many weeks. Anyway, would you mind if I take it back? Of course, I can offer some small service as payment.'

If you are happy to let Miroslav have the bat seal, [turn to 139](#).

If you would rather keep the bat seal, [turn to 432](#).

From out of the shadows burst half a dozen feral creatures. They were once men and women, but have surrendered free will to their lust for blood and become less than human, but all the more horrifying for that. They utter a baying scream as their shuffling turns into a run, and then they attack you with their filthy talons. You must fight all of them at once as you are surrounded:

Ghouls (6) (4th Rank) Attack 17, Talons (d3, 2) AF 0 Defence 9 Movement 12m (25m) Magical Defence 7 Evasion 4 Health Points 14 each Stealth 15 Reflexes 10 Perception 9 (darksight)

You cannot retreat. If you win, [turn to 120](#).



Lady Katerina has departed. No doubt she will be lurking around somewhere, ready to try to seduce you again. The very thought causes you to shudder; she is relentless in her pursuit. For now though, you consider where to explore next.

If you want to go through the door in the east wall, [turn to 252](#).

If you want to return to the hallway, [turn to 317](#).

If you want to climb the stairs, [turn to 153](#).

375.

The snapping jaws and unnatural flames around the skulls is a terrifying sight! You are subject to a Fright Attack of 1d12 intensity; if this succeeds, you are left trembling with fear and must deduct three from your Strength and Reflexes for the duration of this combat. Fight the pair of flying skulls together:

***Skullghasts (2) (4th Rank)** Attack 16, Flame (d10, 3 and see below) AF 0 Defence 15 Movement flying 30m Magical Defence 8 Evasion 7 Health Points 3 each Stealth 15 Reflexes 12 Perception 12 (panoptical)*

Wounds inflicted by the Skullghasts cannot be healed by Lesser Healing or Invigorate. Moreover, if you are wounded and are a Sorcerer, Elementalist or Warlock, you lose 1 Magic Point; if you are a Mystic, you are subject to a Psychic Fatigue Roll as if you used a first level spell.

If you want to retreat, you can run back down the passageway and head north, [turn to 50](#).

If you win, [turn to 69](#).

376.

Back in the hallway, you can go through one of the archways that you haven't already tried:

If you want to go through the sunset archway, [turn to 435](#).

If you want to go through the ocean archway, [turn to 358](#).

If you want to go through the tree archway, [turn to 166](#).



377.

You make your way through the darkening streets, noting that it is definitely getting quieter. Not being a local of the town you are at a bit of a loss as to where to sleep but hearing the approach of armed men - probably town guards - you nip down an alley. At the end of the alley are some broken wooden crates. This looks as good as any place to sleep, so you hide under the crates and settle down.

You spend an uncomfortable night, during which you are bitten viciously by a stray dog (lose one Health Point) but at least the town guards didn't find you. You wake determined to find Johannes van Achten.

[Turn to 384.](#)

378.

With the witches disposed of, you take a closer look around their filthy room. Ignoring the cauldron with its dubious contents, you see there are two lice infested straw beds against one wall. Between the beds is a wooden box which holds 58F and a **sapphire** worth 80F. Against another wall is a shelf on which there are two stoppered bottles, one containing a murky yellow liquid and the other containing a clear colourless liquid.

Pulling the stoppers out for a hesitant sniff, you find the yellow one smells vile whereas the colourless has no odour.

If you want to drink the yellow liquid, [turn to 167.](#)

If you want to drink the clear liquid, [turn to 215.](#)

Otherwise, with no other exits from the room, you descend the stairs; [turn to 79.](#)



'Thunder rumbled as Katerina's lover, concerned about the Lady's behaviour, returned to their home. Rain blew in through the door as the poor girl ascended the stairs to her fate. She climbed into bed next to Katerina, who was asleep and oblivious of the doom that must now confront the pair. As lightning split the heavens, Katerina awoke and saw her lover next to her. We can surmise what happened next.'

'What a tragic fate,' you say mournfully. 'The Lady must have these delusions in the hope that she will be absolved of her failings. Nevertheless, I must put an end to her reign of terror!'

More determined than ever, you once again thank van Achten who wishes you the best of luck. He reminds you that to truly kill a vampire, you must cut off its head and drive a stake through its heart before burning the body. The pair of you bid each other farewell, and you set off through town.

As you are walking along the narrow streets, you hear somebody mention Sergei, the man who accompanied you to Inistrare at the start of your adventure. You pause for a moment, hoping to say hello to the fellow, but it appears that the conversation revolves around the disappearance of Sergei, who hasn't been seen since yesterday. There is nothing you can add to the discussion, so you leave them to it.

If you have the word *sigil* written on your Character Sheet, [turn to 136](#).

If not, [turn to 427](#).

A terrible stench greets you as you open the door. With only the torchlight from the hallway to see by, you can just make out a small circular hole in the floor with flies buzzing around it. You have found the castle latrine, and it appears not to have been properly cleaned in months. The smell is starting to make you feel unwell.

If you want to search the room, [turn to 256](#).

If you would rather return to the hallway, [turn to 317](#).

381.

The tunnel opens out into another cavern. Two huge black wolves lie asleep in the middle of the floor, surrounded by gnawed bones. One of the wolves opens an eye as you enter and utters a low growl, but doesn't make any move to attack you.

If you want to fight the wolves, [turn to 99](#).

If not, you can try the tunnel to the south; [turn to 164](#).

Otherwise, you continue west along the main passage; [turn to 399](#).

382.

'Oh thank you,' says Danovich as he leads you through the streets to his church. It has seen better days, with its crumbling stonework and sagging steeple. Pushing open a gate in the rusty iron fence that marks the perimeter of the graveyard, the priest points out some headstones. 'See that? The vintner's grave. Used to make the best wine around. Ah, here we are,' he says as you reach the wooden doors leading into the church. With a protesting shriek from the hinges, Danovich opens the doors and shows you to the back of the church, where the crypt entrance is. He produces a set of keys and unlocks the door.

Stairs lead down into the crypt. Danovich hands you a torch and wishes you good luck. You descend into the first chamber, which has a vaulted ceiling and an alcove in the north wall. A sarcophagus is in the alcove, but its lid has been pushed aside. An emaciated humanoid is sat in the sarcophagus, eating the decayed flesh from the corpse within. As you enter the room, it snarls at you and climbs out; using a thigh bone as a weapon, it attacks you:

Ghoul (4th Rank) Attack 17, Thighbone (d4, 3) AF 0 Defence 9 Movement 12m (25m) Magical Defence 7 Evasion 4 Health Points 14 Stealth 15 Reflexes 10 Perception 9 (darksight)

If you win, [turn to 7](#).

In the east wall, you find the outline of a secret door, which is opened by pulling on a small chain on the floor. Through the secret door you can see another room, the floor of which is entirely covered in dust and rubble.

If you want to enter the room, [turn to 301](#).

If you would rather return to the hallway, [turn to 350](#).

You make enquiries around town and eventually one of the sullen inhabitants admits to knowing van Achten and directs you to a fine looking townhouse near the west gate. Scholarly work must pay well in these parts.

You approach the house and bang on the wooden door, which is answered by a distinguished looking gentleman, who must be well into his fifties. He has a neatly trimmed grey beard, and long grey hair. He wears a loose fitting tunic. 'Johannes van Achten?' you ask.

'Yes indeed. Can I help you?' he replies. 'I certainly hope so,' you respond, and tell him about your encounter with Lady Katerina and the plight of the village.

'Well, you had better come in then,' he says and admits you into his house. Van Achten leads you to a study and bids you sit down on one of the chairs. He seats himself on another, in front of a table holding parchment, quills and candles.

'Local superstition says that Lady Katerina is a vampire,' you say to him, 'whisking innocent souls off to her castle in the dead of night, where she drinks their blood!'

Van Achten looks serious. 'I'm afraid that may well be true,' he says, 'and if you are going to defeat her, you will need some serious help. I will need to do some more research, but I believe there are several items scattered around this area which may be useful.'

You press van Achten for more information about these items. [Turn to 56](#).

You head out of the cover of the trees and into the clearing. You call out to the men and women so as not to alarm them, and you immediately face three loaded crossbows. 'Halt there, my unexpected friend!' calls one of the men, who has an eyepatch and long red hair.

You raise your hands to show them you mean no harm. 'I come with a warning!' you call out. 'For I have just learnt about danger to your children.'

One of the women growls at you, her eyes narrowed in suspicion. 'You had better not be threatening us!' she warns.

You tell the group about your visit to the women in the cave and their appetite for children. 'You are not safe here,' you conclude, 'for surely the witches will not give up when I don't return.'

The crossbows are lowered as the one of the women heads off to collect the child you saw earlier. The rest of the group goes into a huddle. After a moment's discussion, the red haired man steps forwards. 'We thank you for the information, my friend,' he says, 'and I suppose we had better be off. Our patron will no doubt want to know about this threat. But what about you? Will you tell the witches that they have failed?'

If you decide to go back to the witch's cave and confront them, [turn to 436](#).

If you want to ask the man if he wants to come with you to deal with the witches, [turn to 255](#).

If you would rather head back to Inistrare, [turn to 106](#).



The book is a large volume, bound in leather and covered in dust. Opening it up you discover many blank pages, but some pages have rhyming couplets in elegant cursive script, which when put together reads as follows:

Right is always right

And blue is the colour of life

To go forwards

Is the only way onward

Don't touch the thorn

If you value your form

And if you should fall

Raise the lever up tall

Beware the remains

As you enter my domain

When the boundaries are complete

At least we shall meet

You can take the **dungeon tome** with you if you want, but it is a bulky item and takes up two slots for Encumbrance purposes.

You walk down the hallway to the doors at the end; [turn to 149](#).





387.

In the middle of the seat of the chair is a hexagonal pendant; you have found the talisman! As you reach for it, though, a ghostly form drifts through the wall! It is an old man dressed in flowing robes, his face contorted in anger. It reaches for you with its dead hands; the spectre of Dragomir has come to exact retribution on those who would disturb his tomb:

Dragomir (8th Rank) Attack 19, Touch (d12, 5) AF 0 Defence 12 Movement 12m Magical Defence 11 Evasion 4 Health Points 19 Stealth 18 Reflexes 11 Perception 13 (darksight)

The spectre is immune to non-magical weapons and physical spells such as *Dragonbreath* and *Shadowbolt*. If you have no way of harming it, your adventure ends here!

If you win, [turn to 240](#).

388.

With the man defeated, you turn your attention to the box. You open the box and find only some spare clothes and two gold crowns. Taking the money, you leave the room and head north.

[Turn to 221](#).

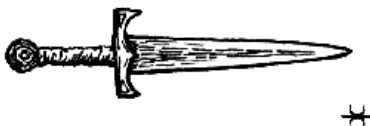


389.

At the bottom of the tunnel is a charnel house. The floor of the chamber is filled with bones, some ancient and yellowing, some with flesh still attached. A hunched creature stands amidst the skeletal remains, muttering to itself. It is dressed in a long cloak, which was probably once a fine article of clothing, now rotting. Loose flesh sags off its bones, and its eyes have the look of madness about them. When it sees you, it picks up a rusty mace from the floor and attacks you:

Ghoul (4th Rank) Attack 18, Mace (d6, 5) AF 0 Defence 10 Movement 12m (25m) Magical Defence 7 Evasion 5 Health Points 14 Stealth 15 Reflexes 13 Perception 9 (darksight)

If you win, [turn to 447](#).



390.

The guard crashes to the ground. You expect any inhabitants of the cells to have been roused by the racket, but all remains silent. Perhaps there are no guests being kept here at the moment, but you look through the barred gates of each of the cells just to be sure. They all appear to be empty except for dripping water and mould on the walls, and you certainly haven't disturbed any living beings.

If you want to search the cells thoroughly, [turn to 172](#).

If you want to continue along the corridor, [turn to 229](#).

391.

'On this level of the castle is a bedroom, a garden and the chapel. For obvious reasons, the chapel is not used anymore. There is a secret passage leading from a storeroom which gives access to the tower stairs. Useful if you want to avoid the guard.'

Armed with this information, if you find yourself in a storeroom on this level of the castle, you automatically succeed on a PERCEPTION check (but only this one!).

'Now that I have answered your question, it is time for you to leave.' Radovan dismisses you and resumes writing.

If you want to return to the hallway, [turn to 443](#).

If you want to attack Radovan, [turn to 54](#).

392.

There is nothing amongst the rotting carcasses and mouldy vegetables, except perhaps the chance of catching some vile disease!

Roll 1d20; if you roll less than your Strength score, you have not been infected. However, if you roll equal to or greater than your Strength score, you have contracted the Ague! Each night you must roll less than your Strength score on 1d20 or lose one Health Point and one from your Reflexes score. If you succeed on the Strength roll, you have recovered and suffer no further ill effects.

For now, though, you need to explore elsewhere; [turn to 449](#).



393.

Watching the group warily in case of any surprise attack, you step past them. However, they seem to be looking at you, not with suspicion or anger, but with a kind of awe.

Having made it safely across the courtyard, you head through the doors and into the castle.

[Turn to 133.](#)

394.

The white wine is sweet and refreshing. Restore one Health Point. If you want to take a **bottle of white wine** with you, there is enough in a bottle for six measures, each restoring one Health Point; however, if you drink more than three measures at once, you become a little tipsy and must deduct one from both your Reflexes and Intelligence scores until you have next slept.

If you haven't already done so and want to try the red wine, [turn to 91](#).

If you would rather leave by the door in the far wall, [turn to 73](#).

395.

The monster does not pursue you, but merely watches your retreat. Continuing south, you are rewarded with the sight of a ruined building up ahead. It might once have been a magnificent structure, but all that is left now are stone walls, most no than a metre in height, several archways and the bases of columns. Only one part remains intact; a square entrance hallway, with stone steps leading underground.

[Turn to 68.](#)

396.

About a dozen men and women dressed in fur coats to ward off the chill stand around a fire in the mist shrouded courtyard. At the far end of the courtyard, the main doors of the castle stand open and torchlight spills from the doorway. As lightning flashes overhead, a tall man with an impressive beard steps forwards.

'Welcome to Castle Drakenheim,' he says. 'Our mistress is expecting you, bids you a warm greeting and hopes you will enjoy your stay. Please, make yourself at home.'

He offers a small bow and sweeps his arms round to indicate you should enter the castle.

If you have met Lazlo, [turn to 82](#).

If you have a *witch's mark*, [turn to 422](#).

Otherwise, [turn to 393](#).

397.

With the monster dead, you decide to stop wandering around the woods in case you meet any more of its kind. You head for the tower.

[Turn to 316](#).

398.

A quizzical look comes over the boy's face and he cocks his head to one side, obviously confused. It appears that the magic in the flute hasn't worked.

You have a choice now; you can either abandon the whole thing and return to town, or you can risk dashing in and snatching the boy.

If you want to return to Inistrare, [turn to 349](#).

If you want to risk snatching the boy, [turn to 323](#).

399.

The tunnel ends at a T-junction. To the north, you can hear the burbling of running water, while to the south you can see that the tunnel turns right, to the west.

If you want to head north, [turn to 241](#).

If you want to head south, [turn to 34](#).

400.

You attack the filthy room with vigour. After a few minutes of sweeping, the brush makes contact with a shiny object, which rolls around on the floor before coming to a halt. You bend down and find it is a silver ring with a lightning bolt motif.

You have found a **Ring of Agonising Doom** (DW page 144); alas, it only has one charge left in it. You discover that your compulsion to clean the room is over, and so you return to the hallway.

[Turn to 350](#).

401.

The copper bracelet fits perfectly and you feel invigorated wearing it. However, the bracelet is cursed and actually reduces your DEFENCE and MAGICAL DEFENCE by two until the end of the next combat, after which you will have noticed the adverse effects and can remove it.

If you want to put the cloak around your shoulders, having not already done so, [turn to 132](#).

If you want to put the pendant around your neck, having not already done so, [turn to 190](#).

If you would rather leave these alone, you can exit the room; [turn to 44](#).

402.

As the berserker's body releases its last breath, you see it start to change! The face grows a lupine snout and the hands become claws, and then the body lies still. After the consecutive battles, you decide to pause for a few minutes to rest and look around the cavern. However, the berserker carries no treasure and other than the skeletal remains of the wolves' previous meals, there is nothing else in the cavern. Decide where to head to next.

If you want to try the tunnel to the south, [turn to 407](#).

Otherwise, you continue west along the main passage; [turn to 399](#).

403.

The smoke swirls around you and you can see nothing, but heading in a straight line takes you to the source of the noise. You wince, expecting a blow at any moment, but none materialise. Continuing onwards, the fog clears and you find yourself in an empty tunnel. The roaring has stopped as well. Perhaps it was all just some elaborate trick.

At the end of the tunnel, you come to another wooden door, this one decayed with age. Pushing the door open, you find yourself in a room decorated with tapestries and once fine furniture, all now rotten and mouldy. Just as you are taking in your surroundings, the red-skinned horned demons depicted on some of the tapestries come to life, stepping down out of the cloth and approaching you to attack. Once again you must fight:

Tapestry Demons (3) (2nd Rank) Attack 13, Claws (d6, 3) AF 0 Defence 9 Movement 10m Magical Defence 4 Evasion 6 Health Points 10 each Stealth 20 Reflexes 10 Perception 7 (darksight)

You can back up to the doorway so that they can only attack you one at a time.

If you win, [turn to 156](#).

You find that one of the books is fake but when pulled, one of the walls pivots inwards. Another room lies beyond the secret door and you can see items glinting in the candlelight. When you look closer you see the floor of the room is covered in coins and gems!

If you want to enter the room and help yourself, [turn to 130](#).

If you want to return to the hallway, [turn to 317](#).

If you want to climb the stairs in the drawing room, [turn to 153](#).

Opening the door, you step through into a passageway which slopes upwards. Following this, you emerge into daylight to find yourself on a ledge above the werewolf's caves.

Around you are the treetops of the Paianjan Woods; in the distance you can see the town of Inistrare. A narrow path leads from here to the edge of the woods, so you clamber down and head along the trail until you arrive at the banks of the Cortry River. It is getting chilly now, so you hurry along until you reach the bridge which leads back to the town.

Passing along the cobbled streets, you arrive at van Achten's house. He is delighted to see you again, even more so when you tell him of your adventures. If van Achten lent you a **silver dagger**, you return this to him now (cross the weapon off your Character Sheet).

'So the werewolf leader has been defeated and you have recovered the Dawnblade!' he exclaims happily. 'We will have a hearty meal to celebrate!'

You are fed tasty pork steaks, washed down with a glass of the local wine. Restore two Health Points. You are beginning to feel tired, so you excuse yourself and head off to bed.

If this is the third night you have slept at van Achten's house, [turn to 61](#).

Otherwise, [turn to 320](#).

406.

The bite of the werewolf can transmit the disease of lycanthropy. Roll 1d20; if you roll less than your Strength score, you have not been infected. However, if you roll equal to or greater than your Strength score, you have contracted lycanthropy! Each night you must deduct one Health Point as you feel feverish. The full moon is still two weeks away, but you need to find a cure before then or risk becoming a werewolf!

For now, [turn to 355](#).

407.

The tunnel to the south is short and ends at a cavern that reeks of sweat. In the cavern are three straw beds, all currently empty. This is probably where the three berserkers slept. Against one wall there is a scarred wooden table on top of which a candle burns. Under the table is a wooden chest.

If you want to open the chest, [turn to 8](#).

If not, you can try the tunnel to the north if you haven't already done so; [turn to 428](#).

Otherwise, you continue west along the main passage; [turn to 399](#).

408.

You make your way through the trees until you reach the luminous objects. In a secluded clearing you see that the lights are in fact beautiful young women, who are naked and dancing around the glade. There are about a dozen of them, and they seem to float above the ground as they perform their circular dance, their incorporeal bodies radiating a diffuse white light. The creatures are enchanting and you are sorely tempted to wait here awhile and watch.

If you want to stay and watch the women dancing, [turn to 65](#).

If you would rather return to your camp and turn in for the night, [turn to 173](#).

You find yourself in an icy cold pool of water in a cavern. You splash about and find the pool isn't too deep, allowing you to stand up. Above you is the collapsed roof through which you fell, but it is too high up to reach. A tunnel leads north from the cavern, and you follow this until you reach a dead end. A lever is set into the wall at chest height. It is currently in the middle position, allowing you to move it up or down. You guess that the means to escape lies with moving the lever.

If you want to move the lever up, [turn to 208](#).

If you want to move the lever down, [turn to 368](#).

'No other living beings are on this level of the castle. There is the guard of course, but he is undead. At the top of the tower lives a witch, who is rather independent and doesn't take instructions well. Should you descend to the crypts, you will meet Miroslav, the seneschal. Beyond that, I do not know; I only look after the castle above ground.'

'Now that I have answered your question, it is time for you to leave.' Radovan dismisses you and resumes writing.

If you want to return to the hallway, [turn to 443](#).

If you want to attack Radovan, [turn to 54](#).



4II.

You discover a secret door in the north wall of the temple; pressing a stone opens a section of the wall, which slides down into the ground. Beyond the secret door is a flight of stone stairs which descend to an area lit by a glowing orange light.

If you want to descend the stairs, [turn to 331](#).

If not, you can either:

Go through the archway to the east; [turn to 346](#).

Go through the archway to the west; [turn to 227](#).

4I2.

Peering into the barrels seems to be a waste of time. None of them have any false bottoms or hold a secret cache of treasure. All you manage to do is make yourself sneeze from the dust and upset the spiders.

However, if you succeed on a PERCEPTION check, [turn to 264](#).

If not, it is time you were off, so:

If you want to go down the steps, [turn to 328](#).

If you want to go through the door, [turn to 168](#).

4I3.

Your searching reveals that one of the shelves is on a pivot and opens out to a small opening in the wall behind it. You can just make out another similar room beyond the opening.

If you want to crawl through the opening into the next room, [turn to 147](#).

If you want to examine the statue in the previous room, having not already done so, [turn to 263](#).

If you would rather head back east and take the northern passageway, [turn to 50](#).

414.

You sit down across the table from Miroslav, who leads the conversation.

'No doubt you will want to know about the girl we have here. She is alive and well,' he says and waves at a door in the east wall, 'and is being looked after by Lady Katerina. To get to her, you will have to go through the dungeons here, but perhaps you can avoid the guards? You must understand that we all want to see a happy conclusion to events.'

As he has been talking, you see him fingering a chain around his neck which holds a pendant in the shape of a bat. Have you seen this design before?

If you have a **bat seal** and want to show it to Miroslav, [turn to 372](#).

If you don't have this item, or prefer not to show it to Miroslav, [turn to 16](#).

415.

The door opens into a bedroom, with basic living arrangements; straw beds and a lidless wooden box. This is probably the servants quarters, although at the moment there is nobody here. You look around the room but find only some spare clothes and the odd valueless trinket.

If you succeed on a PERCEPTION check, [turn to 276](#),

If not, you return to the hallway, [turn to 222](#).



416.

You expect the vampire to be angry, but she merely smiles. 'You will come round,' says Katerina in a silky voice, 'it is only a matter of time.'

Once more she looks deep into your eyes. Her gaze is unnerving and then you belatedly realise that she is trying to mesmerise you.

Roll 3d6 and add 8. This is the strength of the vampire's charm. Then roll 2d10 (if you have the **Ataraxia Talisman**, you automatically roll 20) and add your Rank.

If this total is greater than the strength of the vampire's charm, [turn to 175](#).

If this total is equal to or less than the strength of the vampire's charm, [turn to 37](#).

417.

The room beyond the door is part office, part bedroom, all neat and tidy. Underneath a small landscape painting is a bed, next to which is a wooden box. In the middle of the room is a table, upon which there is a candle burning. An elderly gaunt man with thinning hair is sitting behind the table, busy writing on parchment. As you enter, he looks up and addresses you.

'Welcome,' the man says in a quiet voice. 'My name is Radovan, and I am the Lady's chamberlain. Needless to say, you have been expected. I have been given permission to aid in some small way by answering one - and only one! - question.'

If you want to attack Radovan, [turn to 54](#).

If you want to ask him a question, [turn to 201](#).

418.

Andrei shakes in your arms as the box falls into the well, hitting the bottom with a small splash. You pull the monk away from the well and he collapses to the ground.

You hear running and then Marcu, the prior, is there. He says some soothing

words to Andrei and then demands to know what is going on. You relate the tale to him and his attitude softens. 'You were right to save the boy; human life is more sacred than an old relic. Anyway, it will no doubt turn up again. Come, let us get back inside and dried off.'

Marcu leads the bewildered Andrei back to the abbey buildings, where he takes him off to the infirmary. You return to your room and after drying yourself climb back into bed. You sleep without any further disturbances. Restore one Health Point.

In the morning, you go to see Valentin, who has been filled in on the night's activities. 'Such a shame about Andrei,' he says. 'He seems to be delirious, ranting about demons under the abbey. We will look after him, of course, and we offer our thanks for saving the poor boy. The bones of Saint Waltar are gone. With God's grace they will make their way back to us.'

You commiserate with the abbot, but there is no point in staying here any longer so you bid farewell. Before you go, Valentin offers you a blessing, which allows you to re-roll one die roll, and then it is used up. You can only have one blessing at a time. You leave the abbey and make your way back to town. On your return to van Achten's house, you tell him what has happened. 'But this is terrible!' he says. 'We can only hope that the sacred bones reappear sometime.'

It is still early morning, so you itch to get on with your mission.

If you read about or have been told about the temple of Hadur and want to ask van Achten about this, [turn to 251](#).

If you want to restock your supplies in the town, [turn to 223](#).

If you want to learn more about the items and information van Achten has told you about, [turn to 178](#).

If you think you are fully prepared and want to head to Castle Drakenheim now, [turn to 218](#).

419.

You climb up the rotted wooden platform and see the pale skin of the corpse is pulled tight over its bones. One hand still grips the frayed rope, even in death. Suddenly its eyes flick open, and a sickly grin forms on its decaying face! The corpse then leaps down onto the platform, bringing the hangman's rope with it, which it whips round viciously to attack you with!

Hanged Man (5th Rank) Attack 18, Rope (see below) and Raking Claws (d8, 4) AF 2 Defence 10 Movement 10m (20m) Magical Defence 7 Evasion 4 Health Points 18 Stealth 14 Reflexes 9 Perception 6 (darksight)

The undead creature will try to ensnare you with its rope. The rope has a SPEED of 15 and if you fail to evade it then you become entangled. While entangled, you must reduce both your ATTACK and DEFENCE by 4. You can disentangle yourself either by using an edged weapon or rolling less than your Strength on 1d20 (note that you cannot attack in a Combat Round if you are disentangling yourself). While you are entangled, the creature will attack you with its raking claws.

If you win, [turn to 53](#).

420.

Van Achten is busy in his study when you return and he says he hopes you had a fruitful shopping trip. Then it is back to business.

If you think you are fully prepared and want to head to Castle Drakenheim now, [turn to 218](#).

If you want to learn more about the items and information van Achten has told you about, [turn to 178](#).

421.

While still frayed and faded, the tapestries show that some skill must have gone into their production; both show beautiful flowers. The one on the right is a rose in full bloom, while the one on the left is a tulip, its vibrant orange petals washed out with age.

Peering behind each one, you can see a wooden door but you will have to pull the tapestry down to access it.

If you want to pull down the tapestry of a rose, [turn to 363](#).

If you want to pull down the tapestry of a tulip, [turn to 38](#).

422.

A man with red hair pushes his way through the group, his face contorted in anger.

'That's the one!' he shouts. 'The one that stole our precious boy!' Tears stream down his cheek as a woman by his side wails in anguish. Suddenly you are surrounded by burly men and the leader speaks once more.

'There is a price to pay for your actions,' he says stonily, 'and our laws dictate that you must face the accuser in fair combat. No armour, no magic, and only a dagger as a weapon. Accept this challenge and if you win, you will be free to go. Do not accept and the consequence will be very grave indeed. If you lose, of course, your body will be thrown from the castle walls.'

If you accept the challenge, [turn to 233](#).

If you refuse, [turn to 266](#).



423.

The door opens with a creak to reveal another hallway beyond. This one is not decorated, but on the west wall are three archways. Above each archway is a stone plaque with different scenes on each one.

The plaque above the archway to the left shows a glowing orange sun setting behind a range of mountains; the one in the centre depicts a painted ship upon a painted ocean; and the one above the archway to the right is the picture of a great oak tree.

If you want to go through the sunset archway, [turn to 435](#).

If you want to go through the ocean archway, [turn to 358](#).

If you want to go through the tree archway, [turn to 166](#).



424.

The pick resembles a warhammer, with a long curved spike on one the reverse side of the hammer head. The dark wooden handle is finely polished and the head is made of burnished steel. The **pick** (d10, 3) is magical (and so it can harm creatures immune to non-magical weapons), but it doesn't confer any bonuses. It is in Weapon Group I for Warlocks.

Decide if you want to take it with you before continuing onwards; [turn to 207](#).

425.

The monster collapses to the ground. If you haven't already dispelled the sword, it vanishes as the monster is defeated. You see the head dissipate, leaving behind only a small black stone. If you like, you can take the **Fire Stone**, which might prove useful in combat. At the beginning of a combat, you can set the stone alight and throw it at your foes. All opponents take 1d6+6 Health Points of damage, less Armour Factor.

Continuing south, you are rewarded with the sight of a ruined building up ahead. It might once have been a magnificent structure, but all that is left now are stone walls, most no than a metre in height, several archways and the bases of columns. Only one part remains intact; a square entrance hallway, with stone steps leading underground.

[Turn to 68.](#)

426.

The door opens into a room which is lit by the many candles set on tables and workbenches. Noxious smells rise from the flasks and jars containing bubbling liquids of various colours which crowd the available workspace. Bent over one of the flasks is an elderly man with a drooping moustache. He looks up as you enter.

'Have you brought me that parsley I wanted?' he demands in a high pitched voice. He seems to have mistaken you for one of his servants.

If you want to talk to the man, [turn to 176.](#)

If you want to attack the man, [turn to 225.](#)

If you would rather leave him to it and return to the hallway, [turn to 222](#), but note that you can return here later if you want to until you choose one of the options given above.



427.

You head for the east gate and over the bridge spanning the Corty River. Turning to face yourself north, you gaze at the forbidding mountain peaks. Up there lies Castle Drakenheim, your final destination. Does your heart beat a little faster at the thought of confronting the vampire in her lair? Nevertheless, you must press on.

Presently, you come across a track that leads north into the mountains. Reckoning this to be the best bet for a direct approach, you step onto it and

follow it as it meanders through the fields of scrubby plants. And then ahead, you see an incongruous sight; parked next to the track is a shiny black coach. Two large black draft horses are tethered to the front, but of the driver there is no sign. A door of the coach hangs invitingly open, revealing seats of plush velvet.

If you want to get into the coach, [turn to 123](#).

If you would rather continue onwards, [turn to 272](#).

428.

The tunnel opens out into another cavern. Two huge black wolves lie asleep in the middle of the floor, surrounded by gnawed bones. One of the wolves opens an eye as you enter and utters a low growl, but doesn't make any move to attack you.

If you want to fight the wolves, [turn to 193](#).

If not, you can try the tunnel to the south if you haven't already done so; [turn to 407](#).

Otherwise, you continue west along the main passage; [turn to 399](#).

429.

If you haven't already done so, you can talk to:

The prior, [turn to 84](#).

The other guest, [turn to 90](#).

If you have finished talking, you can retire to bed; [turn to 10](#).



430.

There are several pieces of parchment on the table, but the writing on them is so faded that you can't tell if they are spell scrolls or love letters. There is also a red stained goblet - is that red wine or blood? - and a locket. Opening the locket you see a picture of Katerina inside. You can take any of the items if you want.

If you haven't already done so and want to look in the cupboard, [turn to 310](#).

If you haven't already done so and want to look at the mirror, [turn to 17](#).

If you would rather return to the hallway, [turn to 317](#).

431.

Despite the rumbling of thunder, you manage to get back to sleep and awake in the morning with no further disturbances. Restore one Health Point for the rest. Collecting your equipment, you head off to see Valentin, to find the abbot's rooms full of agitated monks. you try to work out what is going on when the abbot approaches you.

'Disaster has befallen us! The bones of Saint Waltar have disappeared, along with Andrei.'

You quickly recount what you saw during the night. 'You mean to say that Andrei stole the relic?' asks a shocked Valentin. You shrug. It is certainly possible, although you can't think why.

'I have another suggestion,' snarls the prior. 'We know you coveted the bones of Saint Waltar. Maybe you stole them? And poor Andrei caught you, so you did away with him!'

Ridiculous of course. Valentin is also unconvinced, but Marcu is demanding that you empty your backpack to be searched. The abbot looks sheepish, but allows it.

If you want to empty your backpack, [turn to 66](#).

If you refuse, [turn to 337](#).

'How dare you?' says Miroslav angrily as you take the bat seal back. He seems on the verge of threatening you with his sword, but calms himself down. 'I'll get it later, then,' he says quietly, 'after you have met with Lady Katerina. Now it is time for you to be off.' It seems your interview is over.

If you want to attack Miroslav, [turn to 210](#).

If you want to leave by the door, [turn to 362](#).

You steel yourself as a gout of yellow flame bursts from the monster's mouth. Roll 2d10 and add your EVASION. If the total is 15 or less, you have been hit for 1d6 Health Points of damage. Magical armour can reduce this by its magical bonus. If the total is greater than 15, you have dodged out of the way.

A gleaming sword then appears in the monster's hand, and it moves to attack you:

***Jack-O-Lantern (6th Rank) Attack 21, Sword (d8+3, 7) AF 3 Defence 15
Movement 10m (20m) Magical Defence 20 Evasion 6 Health Points 18 Stealth
12 Reflexes 12 Perception 16 (panoptical)***

If you successfully cast Dispel Magic with 6MP, the sword vanishes; reduce the Jack-O- Lantern's Attack and Defence by three; it will then take one Combat round to draw a rusty mace (d6, 5) with which to attack you.

If you retreat, [turn to 395](#).

If you win, [turn to 425](#).



Inside the chapel, you find more evidence of destruction; tapestries have been torn down, prayer books have been burnt and candlesticks bent. At the east end of the room is the stone altar and here you find something interesting; the corpse of a man dressed in rusty plate armour lies on the floor. He looks to have been dead for many years; his skin is desiccated and drawn over his bones. In his right hand he holds an untarnished black mace, and his left hand is outstretched towards a small wooden triptych. One of the panels of the triptych lies open to reveal a painting of what might be a saintly figure. Around the mace and triptych you feel a sense of both good and evil, although which is which you cannot tell.

If you want to pick up the mace, [turn to 60](#).

If you want to examine the triptych, [turn to 126](#).

If you want to look at the plants in the garden, having not already done so, [turn to 231](#).

Otherwise, you return to the hallway; [turn to 359](#).

The tunnel beyond the archway seems to be even darker than usual, with shadows clinging to the walls and floor. After a few metres it comes to a dead end. Disgruntled, you turn back the way you came, only to be attacked by a huge undead creature that was lurking in the darkness! It is the remains of a large humanoid, its skin turning green; however it still wields its warhammer with great strength. You must fight the monster:

Ogre Zombie (5th Rank) Attack 14, Warhammer ($d8+2$, 6) AF 1 Defence 8 Movement 8m Magical Defence 1 Evasion 1 Health Points 40 Stealth 7 Reflexes 4 Perception 5 (gloomsight)

If you win, you push your way past the corpse back to the hallway. [Turn to 376](#).

436.

You tell the roamers that you will confront the witches and deal with them, which raises a few smiles on the faces of the men and women in front of you.

'Thank you, my friend,' says the man with the eye patch. 'We wish you well.'

You bid the group farewell and head east until you reach the path leading up to the witch's cave. Once again pound on the door. The three women are there almost immediately, looking excited. That changes when they see you ready or battle. 'What is this treachery?' the tall one shrieks.

[Turn to 78.](#)

437.

You head up the stairs to the top level of the tower with the demon toad hopping behind you. The room here appears to be a wizard's laboratory, although the glass vials and flasks have been smashed and litter the floor. On a bench against the far wall you see a large key next to a glowing red crystal. However, stood between you and the bench is a suit of burnished plate armour, its visor raised so that you see that the armour is empty. It holds a two-handed sword in front of it and as you enter it moves to attack you:

***Animated Armour (6th Rank)** Attack 18, Two-handed sword (d10, 5) AF 5
Defence 12 Movement 10m (20m) Magical Defence 8 Evasion 5 Health
Points 27 Stealth 14 Reflexes 10 Perception 7 (panoptical)*

The demon toad attacks each Combat Round with ATTACK 18, Claws (d10, 4). It has a Reflexes score of 12. The armour will split its DEFENCE between the two of you, but will only attack you.

If you win, [turn to 145.](#)

438.

As soon as you break cover, the guards ready their weapons. Fight both of them at the same time:

Berserkers (2) (2nd Rank) Attack 15, Battleaxe (d8, 6) AF 3 Defence 7
Movement 10m (20m) Magical Defence 4 Evasion 5 Health Points 14 each
Stealth 13 Reflexes 11 Perception 5 (normal)

As soon as one of the guards loses a Combat Round, they will go berserk. Add 1 to their ATTACK and deduct 3 from their DEFENCE.

If you win, [turn to 211](#).

439.

As you head back down the tunnel, you are caught unawares as the floor collapses beneath you.

Roll 2d10 and add your EVASION. You succeed in avoiding falling if the total is greater than 18.

If you succeed, you are quick enough to avoid falling into the pit. If you fail, you crash into the pit and suffer 1d8 Health Points of damage (less two if you are wearing armour), plus another (2d4, 4) Health Points of damage from the spear at the bottom. If you are still alive, you manage to clamber out of the pit.

Although the beast you heard now seems closer, you decide you had better face it than fall for any more traps. [Turn to 403](#).



44~~0~~.

You open the door to the great hall and enter underneath a balcony; windows on the west wall which illuminate the chamber. A large table dominates the room and there are several chairs around the table. Dust covers the table and the plates and cutlery laid out on it. Above the table, suspended from the double height ceiling is a rusty iron chandelier.

Sat on one of the chairs is a man dressed in the remains of a motley outfit. He is singing a ballad of times past in an off-key voice, but as you enter he stops the din and rises from his chair.

'Hello there!' he says cheerfully, 'shall I tell you a joke?'

If you want to talk to the man, [turn to 281](#).

If you would rather return to the hallway, [turn to 350](#).

44~~I~~.

You leave the village and strike out south along the banks of the river. Only a few days ago you were on the opposite bank, not knowing what lay ahead of you. As you walk along the riverside, you become aware of a disturbance in the water ahead. And then a monstrous form bursts from the water; it has slimy reptilian skin and a fang-filled maw below its bloodshot yellow eyes. The mere-troll has been watching you approach from the cover of the water, and it attacks you with its sharp talons:

Mere-troll (6th Rank) Attack 18, Talons ($d6+1$, 4) AF 3 Defence 10 Movement 10m (20m) Magical Defence 18 Evasion 4 Health Points 20 Stealth 14 Reflexes 11 Perception 9 (darksight)

After two Combat Rounds, you notice that the mere-troll doesn't leave the water, and you can retreat across the fields; [turn to 450](#).

If you win, [turn to 76](#).

442.

The undead rider and his mount crash to the ground, bones scattering every which way. There is no treasure to be found amongst the remains, but the shiny pick interests you.

If you want to examine the pick, [turn to 424](#).

If you would rather be on your way, [turn to 207](#).



443.

The east hallway leads north to south. To the north, you can see an archway which leads into the castle tower; stairs in the tower lead both up and down. You are certain these stairways will lead you to Lady Katerina and Irina. Standing in front of the archway is a leprous looking figure clad in antique ring mail; in its bony hands it holds a wicked looking halberd. Its eyes glint, but it makes no move to attack you. Yet. To the south, the hallway ends at a door.

If you are ready to head north and enter the tower, [turn to 261](#).

If you want to open the door to the south, having not already done so, [turn to 417](#).

If you want to head to the hallway to the west, [turn to 359](#).

444.

The path meanders through the dark trees that seem to loom ominously above you as if noting your movements. Occasionally you hear the padding of footsteps and the harsh breathing of animals, but you can't see any movement through the trees. You wonder if you are being watched or if it just your imagination.

Presently the path ends at a clearing. On the other side of the clearing you can see a cave entrance with two brawny looking sentries dressed in armour and animal skins standing guard. Both have a distinct canine look about them and they haven't noticed you yet. You seem to have found the werewolf den, but how will you gain entrance?

If you want to rush across the clearing and attack the guards, [turn to 438](#).

If you have ranged weapons or spells (or simply want to pick up a rock from the ground and throw it) and want to attack the guards from a distance, [turn to 89](#).

445.

You dash through the door and shut it behind you; the zombie appears not to have the wits to open it as you are not pursued. You find yourself in what could well have been a wizard's study. Everything in the room is covered in a layer of dust and warped with age. There are empty bookshelves along one wall, a table and chair in the middle of the room and a wooden bed frame. A wooden box sits under the table and there is a door in the east wall, around the edges of which you can see a bright orange glow.

If you want to search the room, [turn to 113](#).

If you want to go through the door in the east wall, [turn to 331](#).

446.

The tunnel leads into a cavern in which there are two filthy straw beds either side of a wooden box. A rat peers over the edge of the box, eyeing you curiously before running off. Looking inside the box, you see what you first take to be pieces of parchment until closer examination reveals them to be patches of human skin.

If you want to examine the contents of the box further, [turn to 265](#).

If you want to explore elsewhere, [turn to 449](#).

447.

The ghoul has been defeated, so you take a look around its lair. Amongst the bones you find coins to the value of 12 florins, and a small **agate** worth 50 florins. There are no other exits from this chamber, so you head back up the tunnel to where you encountered the first ghoul. You sling the corpse over your shoulder and find your way back to the open grave. Lowering the corpse to the ground, you call up and see the two men looking down at you. One of them has had the foresight to fetch a rope; they pull you up and you recount your adventure and the retrieval of the body.

Harkus says he will take it from here, as you will probably want a wash and a rest. 'You have the smell of the dead on you!' he says. Not sure if this is some sort of joke, you bid the pair farewell and head back to the inn, where a visitor awaits you.

[Turn to 257](#).

448.

There are no other exits from the grotto except the way that you came, so maybe this was Dragomir's own private garden. With a last look at the beautiful scene, you walk back down the tunnel and into the gloomy dungeon once more.

[Turn to 347](#).

449.

You return to the main cave and warm your hands over the fire before deciding where to go next. Choose an option you haven't already taken:

To try the tunnel to the west, [turn to 142](#).

To try the tunnel to the east, [turn to 197](#).

To try the tunnel to the south, [turn to 446](#).

If you would rather leave the cave and return to Inistrare, [turn to 246](#).

450.

The mere-troll doesn't follow you as you escape into the fields; as you suspected, it can't leave the river, at least during the day. You decide to carry on through the moorland and up ahead you can see a scarecrow, dressed in a tattered overcoat and wearing a wide-brimmed hat. It seems a strange place to have a scarecrow, as the farming land is to the north; it is only guarding wild gorse and heather. Your current path will take you past the scarecrow.

If you want to make a diversion around the scarecrow, [turn to 15](#).

If you are happy walking past it, [turn to 140](#).

451.

'Many years ago,' begins van Achten, 'there was a powerful Solomonar that lived in the valley. Solomonar are an ancient sect of wizards that have spells that control the weather; some are good, some are evil. This particular wizard, whose name was Dragomir, might even have been strong enough to challenge Lady Katerina, but he had no ambitions in that area. He seemed content to reside in his tower, occasionally coming into town for supplies. He realised, however, that Lady Katerina could be a threat to him and while he was confident in his sorcerous ability, what he most feared was the mesmeric charm of the vampire. To protect himself from this, he constructed a magical item, called the Ataraxia Talisman, which made him immune to this hypnotic effect.'

Van Achten pauses for a moment and takes a drink before continuing.

'One of the last things Dragomir did before he died - for even powerful sorcerers must one day pass from this mortal realm - was construct a dungeon under his tower, to safeguard his treasure. It is said that his spirit still haunts the dungeon! If you were to brave the traps and monsters in his dungeon, the Ataraxia Talisman might be a treasure worth having. Beware though! If the spirit of Dragomir is still there, you would be wise to use magical spells or magical weapons, otherwise you will find it difficult to harm him!'

If you want to undertake the quest for the Ataraxia Talisman (having not done so already!), [turn to 174](#).

If you want to find out about other things van Achten knows, [turn to 178](#).

452.

'A blight on this land!' exclaims van Achten when you ask him about the werewolves. Constantly harassing the poor folk who live around here and killing their livestock. We are safe enough in town, but the villagers must be vigilant and bar their doors at night in case one of the monsters decides it fancies the taste of human flesh instead of mutton. Lady Katerina puts up with them because they sometimes spy for her - be careful of any wolf you come across at night, it might be a werewolf keeping an eye on you!'

'Why has nobody rid the land of these terrors?' you ask.

'Many have tried,' replies van Achten, 'but all have failed. The lycanthropes are well organised and ruthless. If you were to undertake this quest for the Dawnblade and kill the pack leader, you would be doing us all a great favour! What do you think?'

If you want to undertake the quest for the Dawnblade (having not done so already!), [turn to 19](#).

If you want to find out about other things van Achten knows, [turn to 178](#).

453.

The river is icy cold but the water is refreshing. In fact its source was blessed many years ago by a solomonar, one of the wizards who roam the lands of Hudristania. Perhaps the werewolves put the fence in place to stop themselves blundering into the river. Not much magic remains, but enough for you to feel invigorated; restore three Health Points.

If you have any empty bottles, then you can fill them from the river, although the healing properties decrease when the water is taken from the river. Each full bottle of river water will restore two Health Points. Leaving this cave, decide where to go next.

If you want to explore the west branch, having not already done so, [turn to 260](#).

If you would rather return south, [turn to 34](#).



454.

As the barbarian is defeated, Marcu starts wailing and drops to his knees. Irina looks at you questioningly and so you retrieve the relic from your backpack and give it to the monk, who grasps it in both hands. Cross the **Fingerbones of Saint Waltar** off your Character Sheet. You feel a weight lifted from your shoulders as Marcu caresses the wooden box.

[Turn to 460](#).

455.

The door opens easily to what could well be the master bedroom of the castle. A thick rug covers the floor and there are faded tapestries on the walls. There are two windows, shuttered against the daylight, on the west and south walls.

All the furniture in here is covered in linen sheets; you can make out the shapes of a large four poster bed, a table and chair and an armoire under the covers.

If you want to search the room, [turn to 286](#).

If you want to return to the hallway, [turn to 359](#).

456.

The room beyond the door is clearly a bedroom, although it doesn't appear to have been used for quite a while. An open window on the west wall lets in the weak daylight and motes of dust dance around in the light. There is a bed with a small table next to it, on which there are some small items. There is also a cupboard and hanging on the wall is a stained mirror.

If you want to look in the cupboard, [turn to 310](#).

If you want to examine the items on the table, [turn to 430](#).

If you want to look at the mirror, [turn to 17](#).

If you would rather return to the hallway, [turn to 317](#).



457.

You grab the box as Andrei falls screaming into the well. His screaming is cut short as his head hits the wall of the well with a sickening thud, and then there is a splash as his body hits the water.

You hear running and then Marcu, the prior, is there. 'You had better have a good explanation for this!' he storms as he approaches.

If you want to tell the truth and hand over the box, [turn to 47](#).

If you want to hide the box in your clothing and claim that you tried to save Andrei, [turn to 11](#).

458.

Your opponent is a terrifying sight; with a blue painted face, clad in animal furs and with bones in his long hair and beard, his sharpened teeth barred in a growl. He has already worked himself into a frenzy and wields a huge axe which he attacks you with:

Berserker (4th Rank) Attack 19, Battleaxe (d8+1, 7) AF 2 Defence 6
Movement 10m (20m) Magical Defence 6 Evasion 5 Health Points 16 Stealth
13 Reflexes 12 Perception 5 (normal)

If you win, [turn to 41](#).



459.

The tunnel presently gives way to a small chamber, from which further tunnels lead. An emaciated figure clad in filthy rags stands in the middle of the chamber, standing over a corpse and gnawing on a bone. It turns to look at you with red rimmed eyes and utters a low growl. Tossing the bone aside, it attacks you with its filthy talons:

Ghoul (4th Rank) Attack 17, Talons (d3, 2) AF 0 Defence 9 Movement 12m (25m) Magical Defence 7 Evasion 4 Health Points 14 Stealth 15 Reflexes 10 Perception 9 (darksight)

If you win, [turn to 151](#).

460.

You and Irina walk down the mountains and through the forest, wary of being attacked by nocturnal beasts, but all is quiet. Eventually you reach the Cortry River and then onto Irina's village as dawn is breaking. She is overjoyed that you have returned and runs to her house, where she is greeted by her ecstatic mother.

'Oh, bless you,' says the woman tearfully. 'I never thought that I would see my poor child again!'

You leave the pair and retire to the inn, exhausted. The innkeeper quite rightly refuses any payment and you spend the next few days recovering from your adventure.

A week later, having received a visit from van Achten and regaled him of your adventure in the castle, you are nearly ready to leave. After another night, you wake to see the sun rising over the horizon to a cloudless sky. Lady Katerina's curse has been broken and you are the hero that has brought peace to the land.

THE END

LAIR OF THE VAMPIRE

Your travels have brought you to Hudristania, a land of mountains and mist. There you discover that villagers are being terrorised by a vicious monster, and they turn to you to save them. Will you be able to survive this harsh land and bring an end to the tyranny oppressing the people, or will you succumb to temptation?

